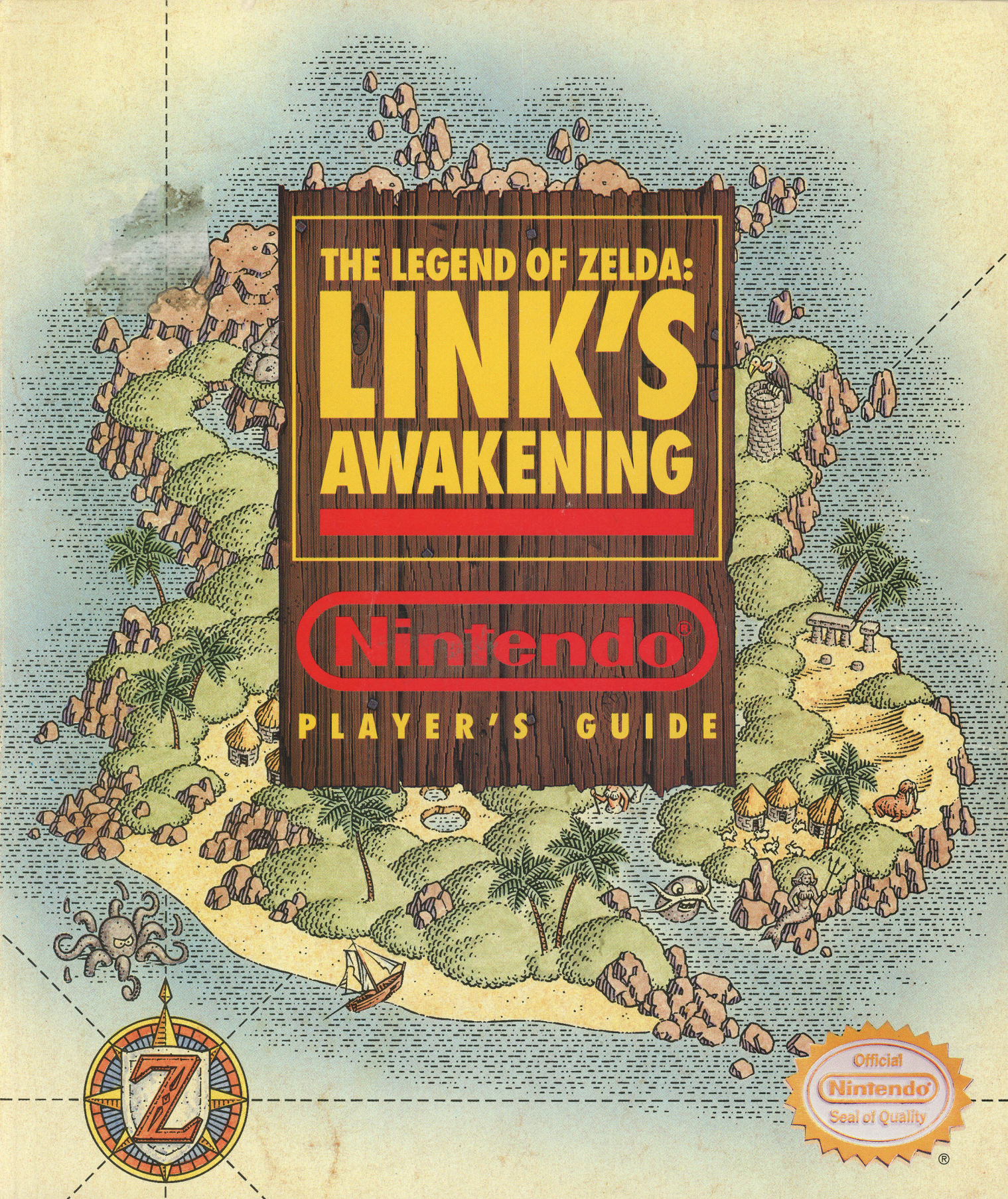

Your link to surviving the Nightmares of Koholint—from the pros at Nintendo!

THE LEGEND OF ZELDA
LINK'S AWAKENING™

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Illustrators — *Katsuya Terada*, *Matsunori Iwamoto*, *Toshisada Nobuhara*, *Kenji Murata*

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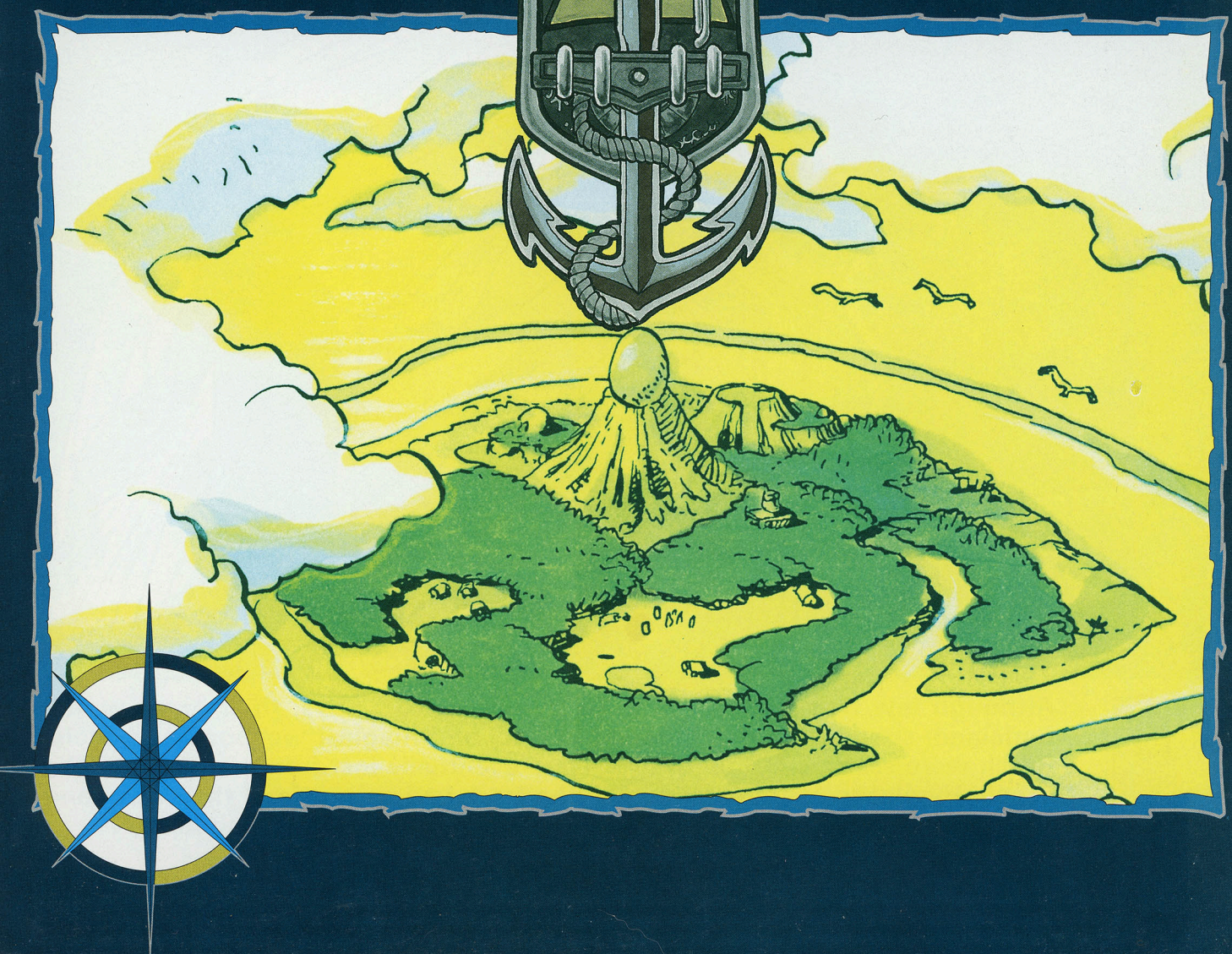
THE GREATEST ADVENTURE EVER FOR GAME BOY

With The Legend of Zelda: Link's Awakening, the Game Boy hand-held system takes an evolutionary step forward. Link's Awakening combines the graphic sophistication of the Super NES adventure, A Link To The Past, with characters and music from the original Zelda game. In fact, Link's Awakening has more depth and challenge than any previous Zelda game, which means that players may need more tips and strategies than ever before. That's where a Nintendo Player's Guide can help. In this book, you'll travel with Link through the puzzles and perils of Koholint Island. You'll learn the secrets of trading goods with the peculiar inhabitants as you strive to survive the ravages of the Nightmares. In these pages, you'll find precise maps of the entire island. You'll explore each room of every dungeon, castle and cave and discover what items lie hidden there. When monsters attack, you can turn to the Enemy Index and learn the best battle techniques. If you are wandering lost in darkness, this Player's Guide will lead you back into the light. You can delve as deep as you want or use the Player's Guide as a last resort, but either way, this is the only source for complete help on Link's Awakening.

LOOK FOR MORE NINTENDO PLAYER'S GUIDES
FOR THE MOST COMPLETE GAME COVERAGE FROM THE PROS

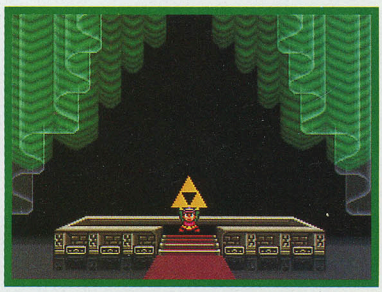
THE LEGEND

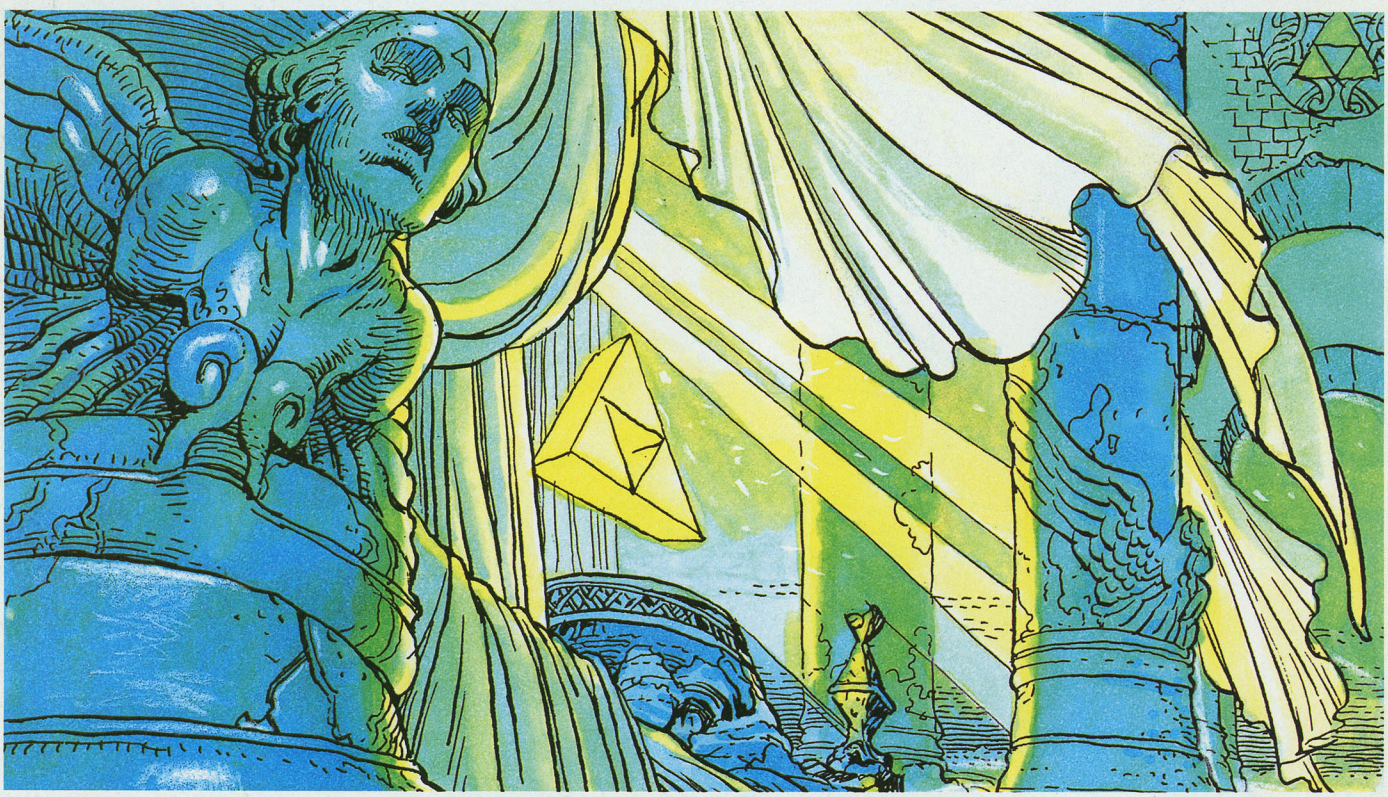


HYRULEAN ODYSSEY

LEGENDARY HYRULE

Long ago and far away there lived a magical people called the Hyleans. Their magic lit up the land with wonders, but they were doomed to dwindle over the years. In time, only a few people in the land of Hyrule could be called Hyleans, and their magic was only a shadow of what it once had been. In that weaker age, an object called the Triforce held much of the land's power. When the king of thieves, Gannondorf, stole the Triforce, a new dark world was opened.

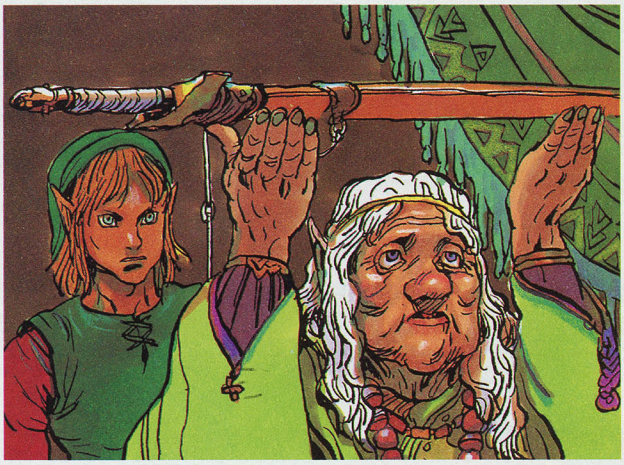


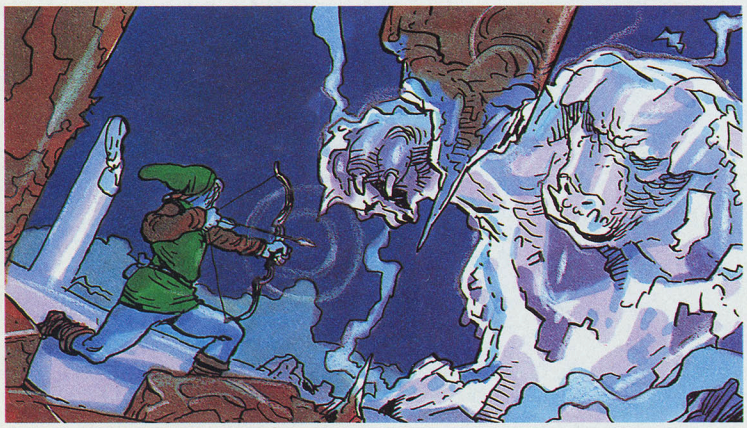


Although few true Hyleans lived in Hyrule in later days, their great works remained--soaring towers, cunning mazes, and magical weapons and tools, which were scattered, fought over, and eventually lost from knowledge. The simple Hyruleans, who now peopled the land, had no magic of their own, and so, in times of need, they waited for heroes of Hylean blood to step forth.

THE LEGEND OF ZELDA

After the downfall of Ganon, Hyrule experienced a brief Golden Age, then it declined into a rustic place of forests and fields. Many years passed, and then evil creatures began to roam the woods. Soon they grew bold. Princess Zelda, whose ancestor had helped destroy Ganon long ago, tried to take action, but she was captured and taken to Death Mountain. Impa, Zelda's lady in waiting, went in search of a hero to save the kingdom.

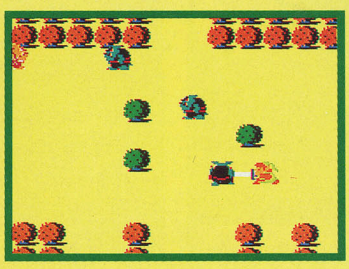


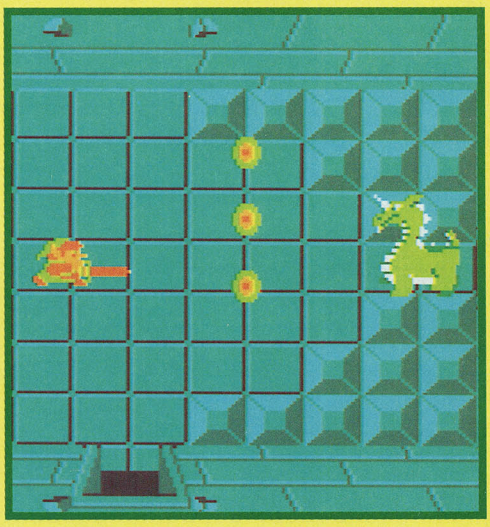


Soon thereafter, a young man aided Impa and, learning of the Princess' need, went off in search of her. Link battled through dungeon caves as heroically as his famous ancestor. Finally, he found Ganon restored to his old power, and the two fought a great duel. Link won the day and rescued Zelda.

THE ADVENTURE BEGINS

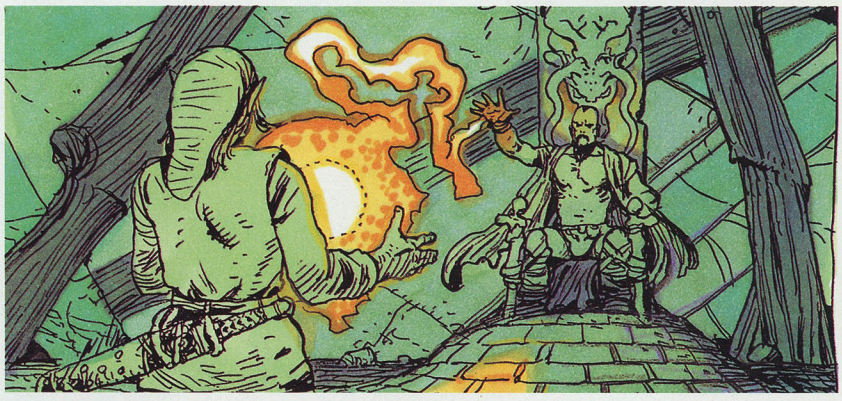
The first Zelda game was released in July 1987 for the NES. It was a smashing success. Players of all ages loved the open-ended action that could be saved by means of a battery--also a first. The adventure has remained one of the most popular video games ever made.

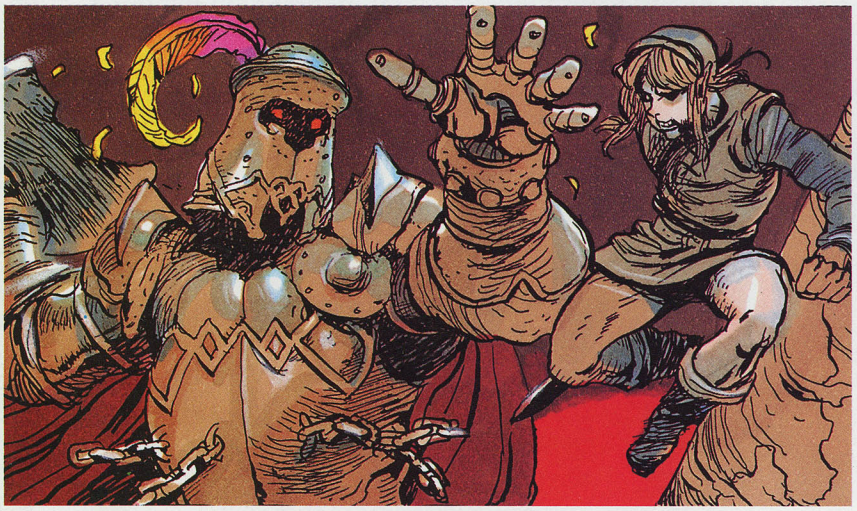




ZELDA II: THE ADVENTURE OF LINK

Magical kingdoms seldom know peace for long, so it was no surprise when Hyrule fell into the shadow once again after Ganon's defeat. At first, Link did nothing about the growing rumors of Moblins along the roads, but when Zelda fell under a sleeping enchantment, he had to act.

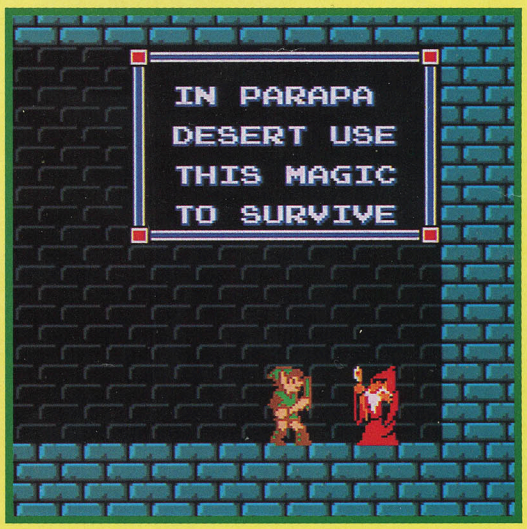




Link ventured far afield in his quest to rid the land of danger and darkness. He passed under mountains, visited distant towns and even crossed the sea. Everywhere he went, Link found evil creatures, but he also learned to use magic. And so it was that eventually he came to a hidden castle where he fought his own shadow.

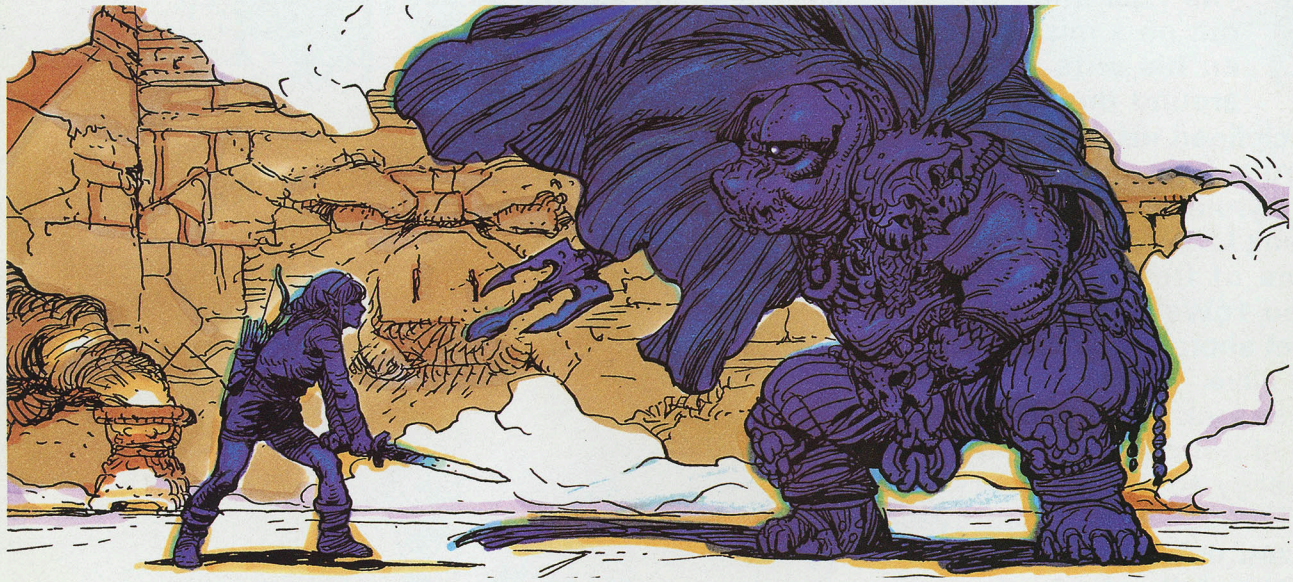
THE ADVENTURE CONTINUES

Zelda Ⅱ: The Adventure of Link combines overhead exploration with side-angle action. The world is huge, with many towns, palaces and dungeons, and Link used magic as often as he used weapons. The game was released in December 1988.



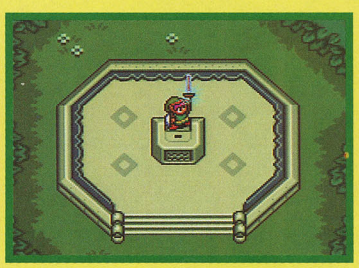
THE LEGEND OF ZELDA : A LINK TO THE PAST

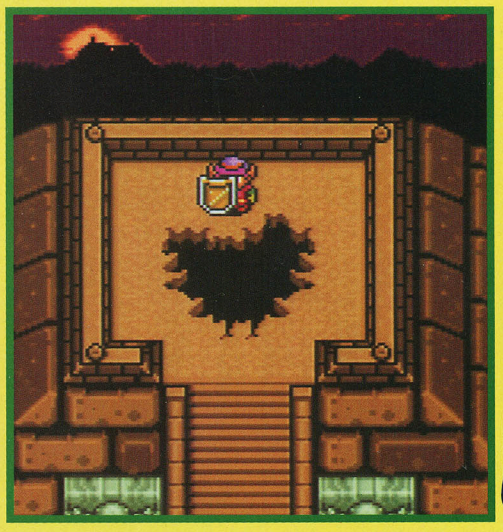
Link heard a telepathic plea one night and he ran off to a great adventure. He rescued Zelda and explored Hyrule's many secrets. Before he could challenge the evil Agahnim, he would have to win the Master Sword.



BACK TO THE PAST

Zelda fans had a long wait before The Legend of Zelda: A Link To The Past was released in April 1992, but it was worth it. The first Zelda adventure for the Super NES proved to be even bigger and more exciting than the original game.



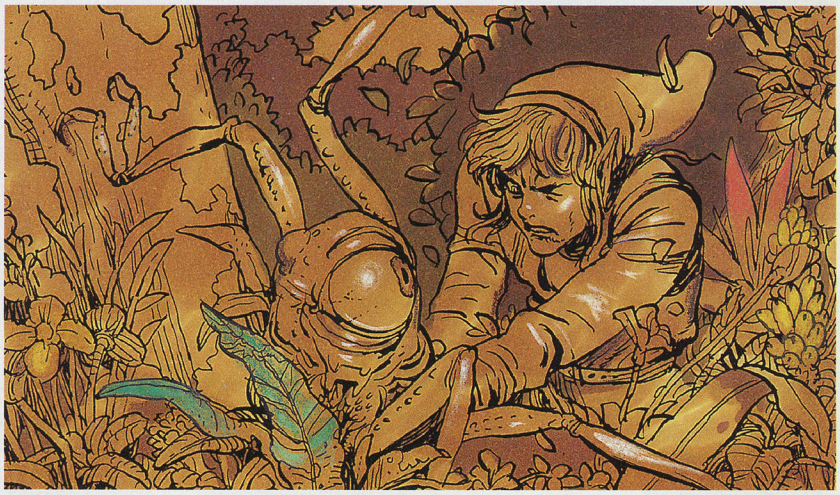


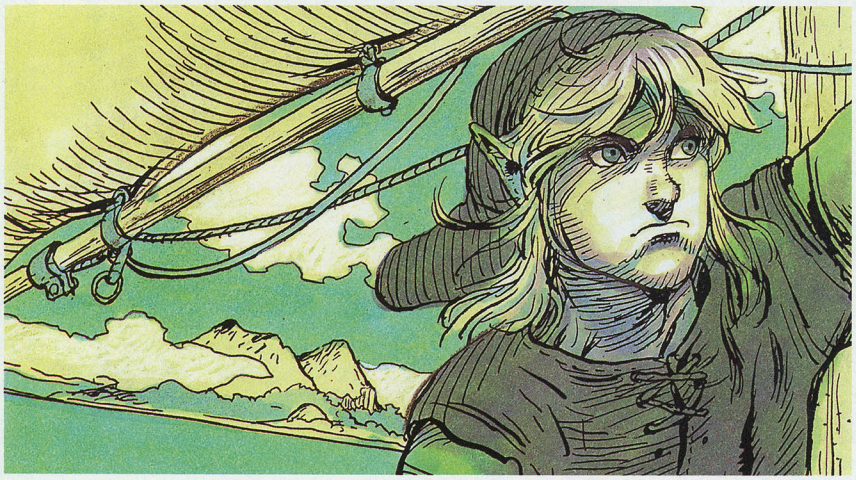
LINK'S JOURNEY

THE LEGEND OF ZELDA: LINK'S AWAKENING

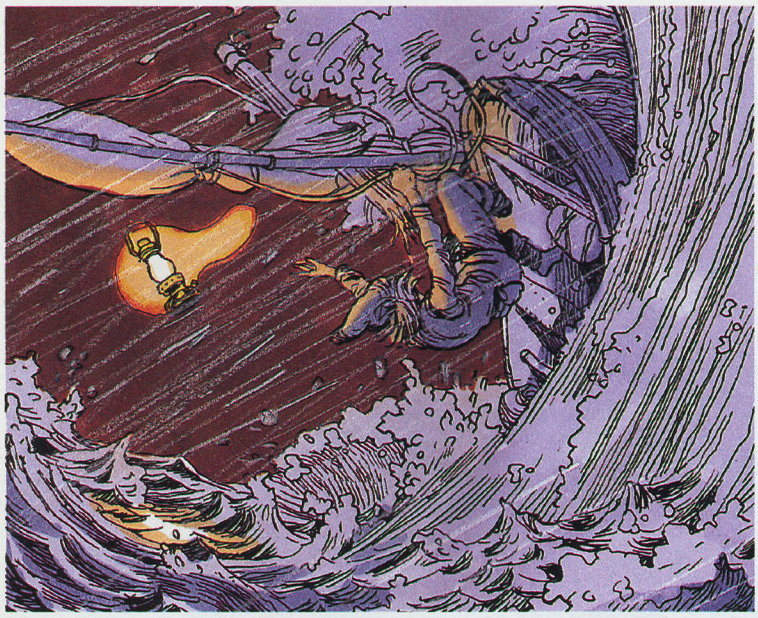
Link's Awakening tells the tale of the hero of A Link To The Past and how after his first great victory he set out on a mission of training, to hone his skills, sharpen his wits and master techniques of battle from around the world. Link sailed to foreign lands where he disciplined his mind and body. When he felt ready to return to Hyrule, he bought a small sailboat and headed across the Great Hyrulean Sea. The journey ended in a storm that crushed and sank Link's ship. Clinging to a piece of flotsam, our hero floated toward a mysterious tropical shore, unconscious and barely alive.

When Link washed up on the beach of Koholint Island, he had no energy to stand or cry for help. Through half-closed eyes, he gazed out on a tropical forest with a tall volcano rising in the distance, and he thought it was odd that the volcano was topped by a giant, spotted egg.

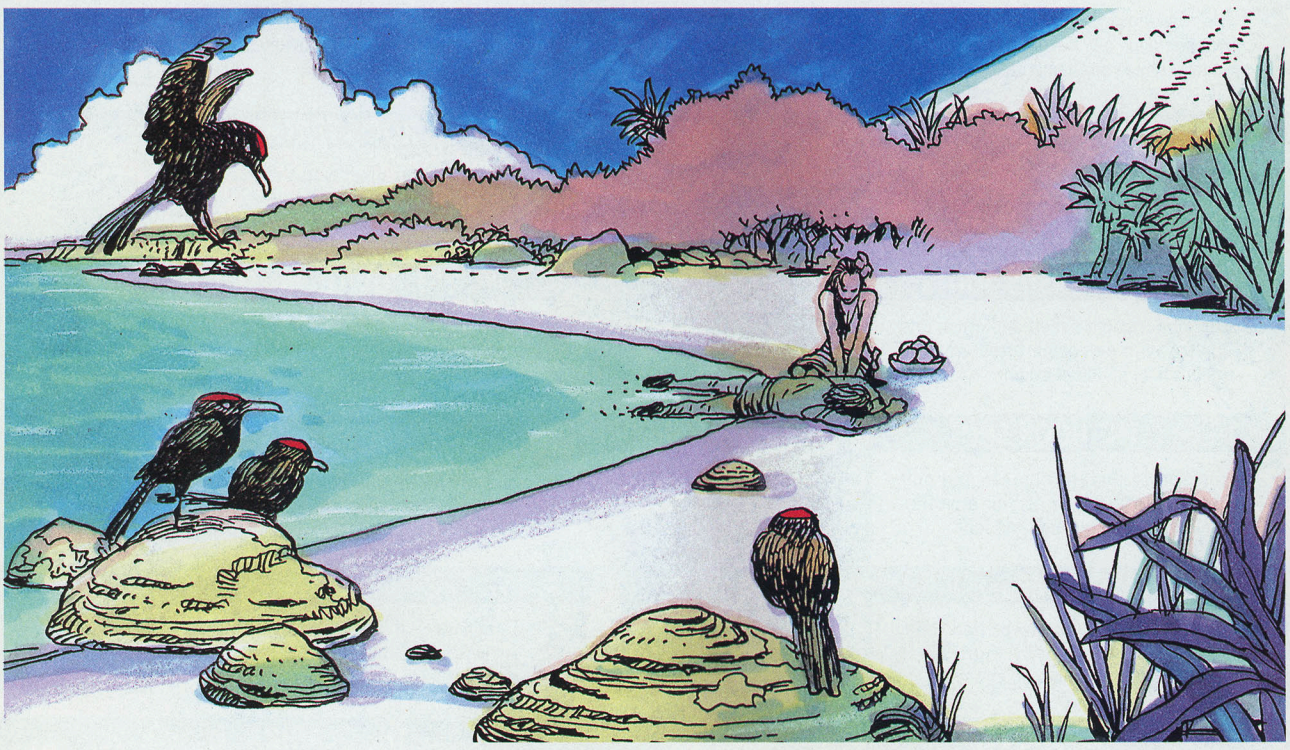




At one point, it seemed to him that Zelda was speaking to him and that he was in a soft bed. At times, he thought he was caught in a bizarre dream.



Indeed, Link awoke in a soft bed, but the young woman who tended him was not Zelda, but Marin. She had found him and brought him home to heal. From Tarin, Marin's father, he learned that evil creatures had appeared shortly after his arrival. Then, when Link returned to the beach to retrieve his sword, an owl flapped down beside him and told him the strangest story he'd ever heard. According to



the wise old bird, Link was the hero who had come to wake the Wind Fish, and he couldn't leave until that task had been done. In the adventures that followed, Link learned that Koholint Island existed only in the dreams of the Wind Fish...and he was a part of that dream.

THE ADVENTURE CONTINUES...

Link's List

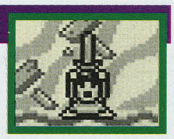
EQUIPMENT SUITABLE FOR A HERO

Link may be little, but he can pack a ton of equipment in his backpack. From Bombs to Bracelets, Boomerang to Bow and Arrows, the collection grows as he uncovers the secrets of Koholint. Some things he'll keep in his collection; others, he'll trade away. Young Link becomes a skillful barterer in this adventure.

ITEMS TO SELECT

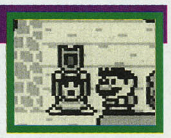
SWORD

It's obvious that the Sword that washes up on Toronbo Shores is yours--it has your name on it!



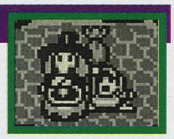
THE SHIELD

In this game, you must equip the Shield and press the Shield Button to heft it into a protective position.



MAGIC POWDER

Magic Powder holds magic power. Try sprinkling it on all sorts of things to see what effect it has.

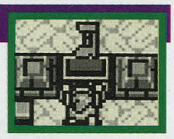


ROC'S FEATHER

Roc's Feather gives you the power of flight--for a short distance. Jump over pits and grab floating items.

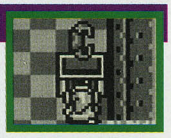
THE PEGASUS BOOTS

Run at incredible speed and crash into objects with awesome force wearing the boots of mythical origin.



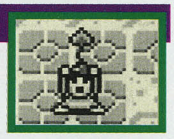
THE POWER BRACELET

Wearing the Power Bracelet, you'll have the strength to lift giant boulders and pull heavy levers.



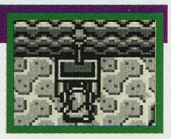
THE HOOK SHOT

Hook on to distant objects and pull yourself to them or attack enemies from afar using this amazing tool.



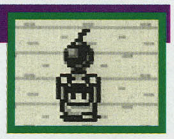
MAGIC ROD

The Magic Rod throws searing flames at enemies and lights the lanterns in darkened Level rooms.



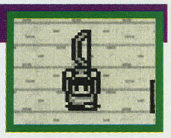
BOMBS

Buy Bombs at the store or find them hidden under stones, then blast through walls and blow up enemies.



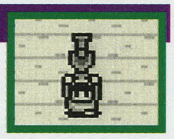
THE BOW

Useful only if you have a supply of Arrows, the Bow allows you to attack enemies from a safe distance.



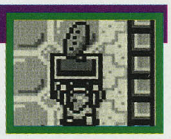
THE SHOVEL

Treasures are buried in secret places on the island. Use the Shovel to dig them up, then trade it off.



THE OCARINA

The Ocarina plays three different mystical tunes, each with a different effect. Try all of them.



SLEEPY 'SHROOM

This rare fungus is used to make Magic Powder. It grows in only one place, and only the Witch can use it.

THE BOOMERANG

The Boomerang packs a powerful punch and can strike enemies both as you throw it and as it returns.

LINK'S INVENTORY

YOSHI DOLL

Yoshi Dolls are all the rage on Koholint Island. Try to win one playing the Trendy Game.

SECRET SHELLS

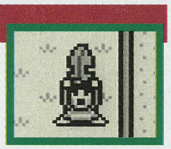
Secret Shells are hidden all over the island. Look for them in tall grass and under the water.

SECRET MEDICINE

Carry Secret Medicine in your backpack to restore your energy when all of your Hearts empty.

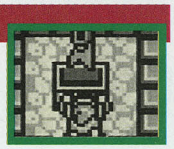
GOLD LEAVES

Return the fabled Gold Leaves to their rightful owner and get a special key in return.

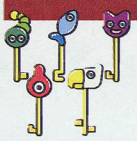


FLIPPERS

Once you find the Flippers, you'll be able to dive and swim in the many lakes and rivers.



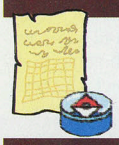
LEVEL KEYS



Every Level requires its own special Key. Search them out in various places on the island.

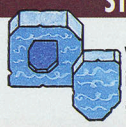
ITEMS FOUND IN CASTLES AND CAVES

MAP AND COMPASS

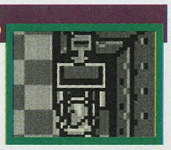


The Map shows all of the Level's rooms; the Compass shows the locations of Treasure Chests.

STONE SLABS AND FRAGMENTS

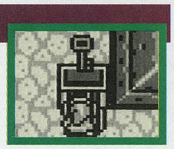


When you piece the Fragments into the Stone Slabs, you'll be able to read their messages.



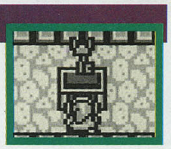
SMALL KEY

Small Keys open locked doors. Obtain them by finding Treasure Chests and defeating enemies.



NIGHTMARE KEY

You must find the Nightmare Key to get into the Nightmare's Lair to challenge the guardian.



OTHER ITEMS

RUPEES

Collect Rupees by defeating enemies, searching in the grass and finding Treasure Chests.

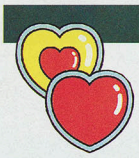
HEARTS

Each Heart refills one Heart Container. Find them when you defeat enemies or cut the grass.

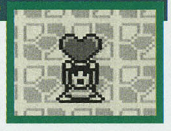
WINGED ITEMS

In some places, you'll find winged Hearts, Arrows, Bombs and Magic Powder flying overhead.

HEART PIECES AND CONTAINERS

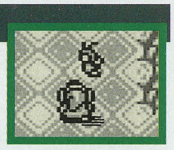


Pieces of Heart are hidden in out-of-the-way places. Win Heart Containers by beating bosses.

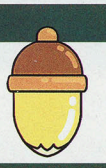


FAERIES

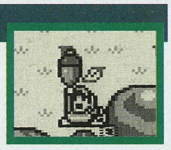
Faeries are usually hiding behind walls, but they appear only if you need some TLC.



ACORNS OF DEFENSE



Pick up the Acorns of Defense that enemies drop to temporarily increase your defensive power.



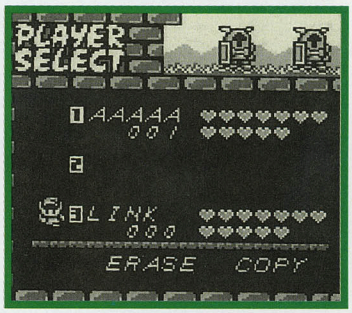
PIECE O' POWER

Enemies sometimes drop chunks of power. Pick them up to put extra power in your attack.

INSTRUMENTS OF THE SIRENS

You must collect all eight of the Nightmares' Instruments to solve the riddle of the Wind Fish.

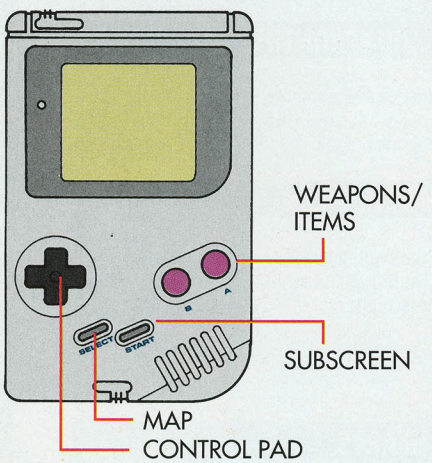
The Basics



LINK SPRINGS INTO ACTION

These two pages cover the basics: how to get started, how to control the on-screen action, and how to use all of the awesome weapons and items that Link picks up on Koholint Island.

CONTROLLING THE ACTION



THE A&B BUTTONS

The A and B Buttons are your wild cards. You can assign any of the weapons or items you find to either of the two. Sometimes you'll use both at once for combination moves.

THE CONTROL PAD

Use the Control Pad to direct Link on the screen. In addition, you can press Up to read signs and talk to people. Pick up boulders by holding Away and using the Power Bracelet Button (A or B).

START

Press the Start Button to view the subscreen that displays both items and weapons. When you're exploring a Cave or Palace and find a map, it also displays on this subscreen.

SELECT

The Select Button brings up the Island Map. Once it displays, you can move around on the map by using the Control Pad to move the flashing cursor box. To exit, press B.

SAVE YOUR GAME

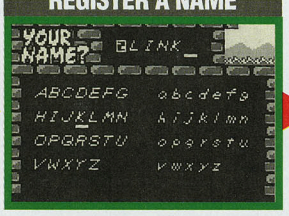
You can save your game at any point. When you restart, Link will be standing in the doorway of the last building you entered before saving your game. To save the game, press A, B, Start and Select all at once. This will bring up a screen that will give you the option of returning to the game or saving and quitting. Make your selection, then press any Button to exit.

BEGINNING YOUR QUEST

Select an empty file and go to the Name Registration screen to enter your hero's name. Press A to select a letter or B to backspace and erase a letter. The name you select can be up to five characters long. Press Start to return to the Player Select Screen. If you want to delete a saved file, use the Erase option and select the file you want to get rid of. You can also duplicate any existing files by using the Copy option. That way you can bypass earlier Levels and start where that file left off without altering it.

SELECT A FILE

REGISTER A NAME

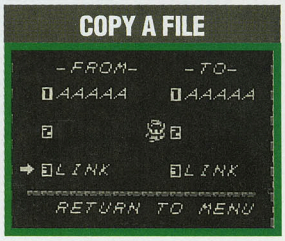


MAKE A CHOICE

DELETE A FILE

Do you really want to delete? As a safeguard, you will be asked to confirm your decision before you can delete any of the files registered on your Pak.

COPY A FILE



LINK'S SMOOTH MOVES

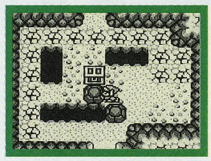
Link knows all of the basics that every superhero needs, and he has special stunts, too. He walks, runs with the Pegasus Boots, jumps with Roc's Feather, lifts stones with the Power Bracelet, swings over wide openings with the Hook Shot and uses a variety of weapons to battle his many enemies on the island.

TALKING AND READING

You can read road signs and stone slabs on the walls of Palaces and Caves, as long as the stone slabs are intact. Repair broken slabs and press Up to read them; stand next to people and press Up to talk or listen.

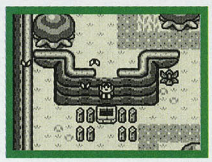
MOVING THINGS

To push stones and blocks, stand on one side and press the Control Pad Away from the object. To move the Tombstones in the Cemetery, stand below them and press Up. Pushing blocks into particular configurations sometimes opens doors in Palaces and Caves.



JUMPING

You can jump off ledges to reach lower ground, as long as there is nothing on the edge to prevent you from doing so. Look for places to jump from both on the Island Map and inside the Levels. Sometimes the only way to proceed is to find a place to jump down.

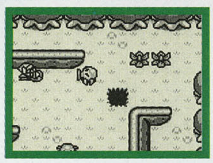


USING TOOLS

When Link first wakes in Marin and Tarin's house, Tarin returns his Shield and tells him to look for his Sword on the shore where he washed up. Armed with only those two weapons, he sets out on the first leg of his adventure. As he travels about Koholint, he'll find all sorts of other weapons and items.

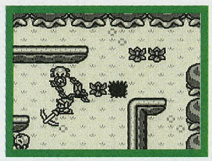
THE SHIELD

Use the Shield for both protecting and attacking. To fend off enemy arrows or stones, equip the Shield and press the Button to bring it into the defensive position. To knock certain enemies off their feet with it, raise the Shield as they near.



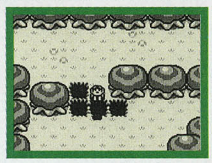
THE SWORD

You can strike with the Sword as quickly as you can press the Button, and you can also do a Whirling Blade Attack by holding the Button down and releasing it when the Sword begins to flash. The Whirling Blade Attack inflicts more damage than a regular blow.



ROC'S FEATHER

Roc's Feather makes you lighter than air! Equip the feather to jump over small pits, dodge enemy attacks and to jump up and nab items floating in the air. If you run using the Pegasus Boots and then jump with Roc's Feather, you'll fly a much greater distance.

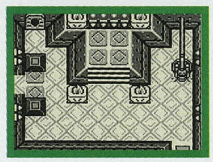


POWER BRACELET THROW

Wearing the Power Bracelet, you can pick up heavy objects and hurl them at enemies. Face the object you want to lift, press and hold the Bracelet Button, then push the Control Pad in the direction you want to lift. Press the Bracelet again to throw the object.

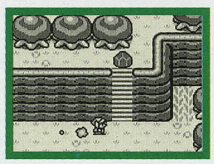
POWER BRACELET PULL

You can use the Power Bracelet to pull levers and stone statues. If you see something that looks like you might be able to pull it, equip the Power Bracelet, hold the Bracelet Button, then press the Control Pad in the direction you want to pull.



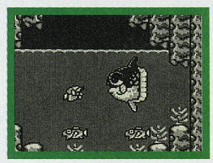
THE PEGASUS BOOTS

The Pegasus Boots let you turn on a powerful burst of speed that you can use to crash through some walls and into some trees that will drop hidden items. If you dash with the boots while equipped with the Sword, you'll plow a furrow right through your enemies.



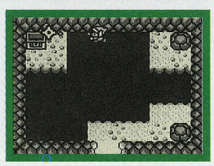
THE FLIPPERS

You don't have to equip the Flippers in order to use them, but you must have them before you can venture into the water. With the Flippers, you can Dive using the B Button. Try diving in all sorts of places.



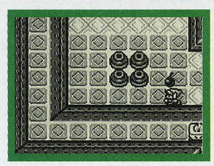
THE HOOK SHOT

Use the Hook Shot for both attacking enemies and reaching distant places. The hook end grabs on to Pots, Treasure Chests, and other fixed objects. Once it is attached to something, you can pull yourself over to it on the chain. It's also a good weapon.



POWER THROWS

Of course, Bombs are handy for blasting through walls, but after you use a Bomb by equipping it and pressing the Bomb Button, you can press the Button again to pick the Bomb up and throw it at an enemy. Try throwing Bombs over to places that you can't reach.



What's New

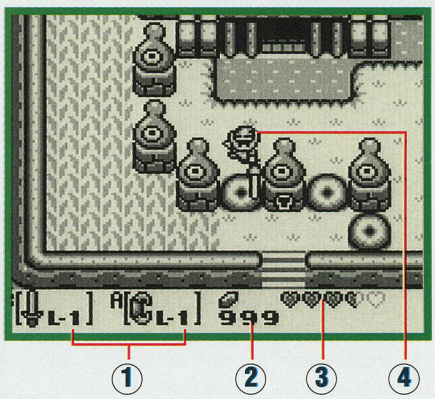
GET YOUR BEARINGS

Many of Link's actions will be familiar to players of his Super NES adventure, but some of his more inventive Game Boy moves are new and require you to use both the A and B Buttons together with an item or two.

THE ON-SCREEN DISPLAY

All of the information essential to play is displayed on the main screen. A quick glance tells you how healthy your character is, lets you see which weapons or items you've assigned to which buttons and shows you the number of Rupees you've managed to save.

MAIN SCREEN



1 ITEMS SELECTED

You can assign any of the weapons or items to either the A or B Button. Check the A and B boxes on the screen to see which one you'll activate by pressing that button.

2 RUPEES

Every Rupee you collect adds to the total that is displayed here. You can carry up to 999 at a time. Use them to buy items at shops and to pay for services rendered.

3 HEART METER

Full Heart Containers mean that your character is healthy. If you collect all of the hidden Pieces of Heart, you can collect as many as 14 Heart Containers for your meter.

4 LINK

He always looks like Link, but you can name your hero anything you want to. Why not name him after yourself? You can also save up to three games on the same Game Pak.

SUBSCREENS

1 ITEMS TO SELECT

The items in the box on the left side of the screen are ones that you can assign to your A and B Buttons to use and reuse.

2 AUTOMATIC ITEMS

You'll use some of the items you find automatically. Keys, for instance, will automatically open doors when you reach them.

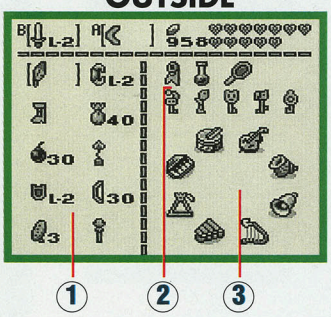
3 THE INSTRUMENTS

As you collect the Nightmares' Instruments, they will show up on the subscreen that displays when you're in the overworld.

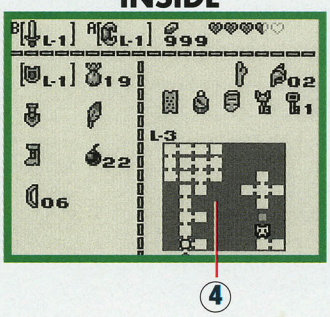
4 INDOOR MAP

When you're inside, a box showing your location shows up in the lower right corner. Find a Map to make rooms show up, too.

OUTSIDE



INSIDE



THE ISLAND MAP

1 THE CURSOR

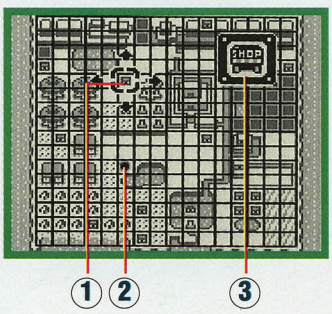
Move the cursor box to any of the areas you've explored.

2 YOUR POSITION

The small, flashing dot on the grid represents your location on the map.

3 SITE ICON

When your cursor lands on an important site, an icon will appear.



ICONS

LEVELS

When this icon appears on your screen, you've found the entrance to one of the eight Nightmare levels.

SHOP

The Shop Icon indicates that you've found a place to buy supplies and weapons.

KEY POINT

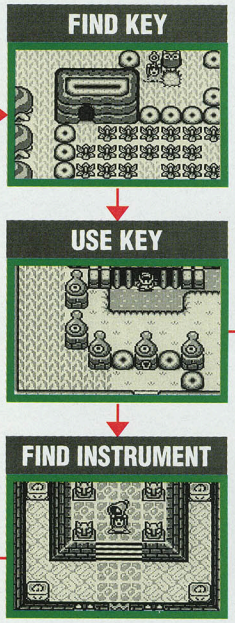
The question marks show important places to investigate during the game.

MESSAGE

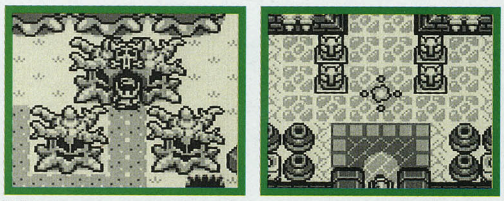
The Owl icon marks a place where you heard a message. Press A to hear it again.

GETTING AROUND KOHOLINT

QUEST PROCESS



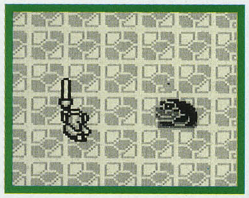
Koholint is a large island. At first, it's easy to get lost, but as you explore and open up new areas, they'll show up on your map. There are many areas that you won't be able to reach until you find items such as Roc's Feather, which you can use to jump small gaps, and the Power Bracelet, which you can use to lift giant boulders.



When you restart a saved game or resume after being defeated, you'll start at the entrance of the last building you entered.

BASIC SEQUENCES IN LEVELS

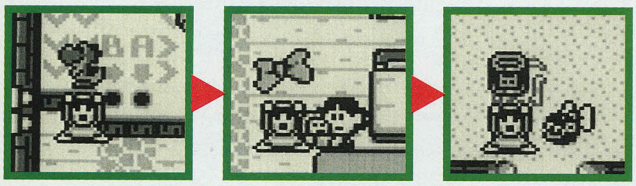
Usually, when you enter one of the levels, you'll search until you find the Map, the Compass, and particular items or weapons that you might need in order to defeat the level's main enemy and get the Nightmare's Instrument. In most cases you must use the special item you find inside the Level to either reach or defeat the Nightmare.



WHEELING, DEALING AND OTHER NEW THINGS

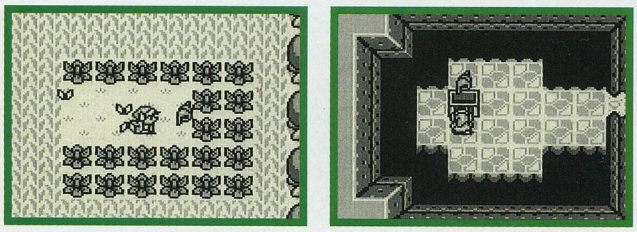
TRY A TRADE-OFF

Sometimes you'll find or be given items that seem to be of no use to you, but don't pass them up. In some situations, you can barter with people you meet to get things that you really need.



COLLECT THE SECRET SHELLS

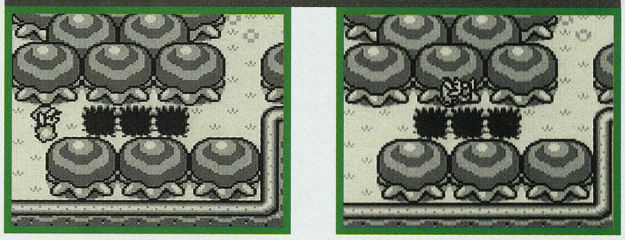
If you find enough Secret Shells and take them to the Shell House, you'll be rewarded with a new, more powerful sword. Although there are 26 Shells to find, you need only 20 of them to get the sword.



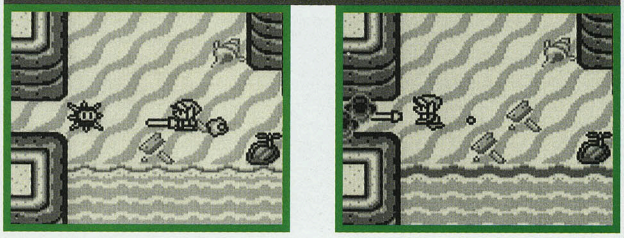
ITEM COMBOS

Link can perform some amazing stunts by using the items he finds together. Assign one to A and one to B, then hold both buttons down. When using Roc's Feather with the Pegasus Boots, press the Feather button when you want to jump.

ROC'S FEATHER & THE PEGASUS BOOTS

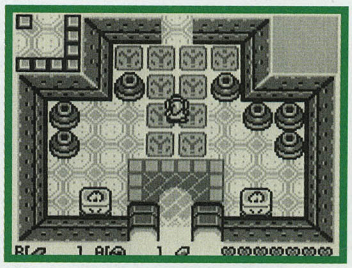


THE SWORD & THE PEGASUS BOOTS



Getting Around In Castles And Caves

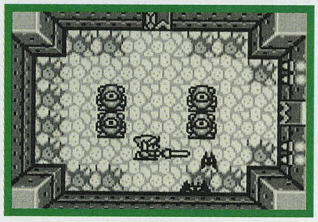
SEARCH OUT THE NIGHTMARES' LAIRS



Each of the Nightmares' Lairs is hidden deep within a Level, and there are plenty of tricks to learn that will help you find your way to the Nightmare. Some are deceptively simple; other strategies are quite complex.

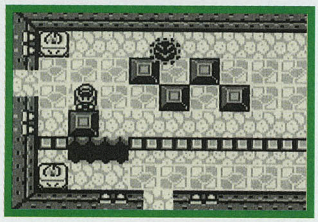
DEFEAT ALL OF THE ENEMIES

If a room's doors slam shut as you enter and there appears to be no way to get out, try searching out and defeating all of the enemies in the room. Often that is the key that opens the doors.



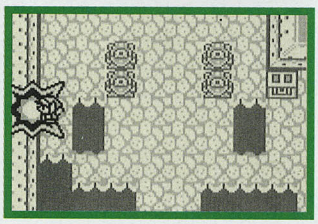
PUSH THE BLOCKS

Another way to get doors to open is to move one or more blocks. Some blocks will not move, but shoving others might open doors. Sometimes blocks must be arranged in a particular configuration.



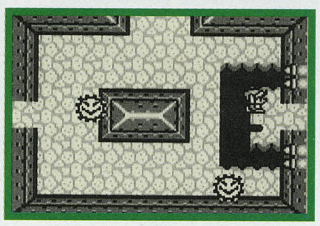
BOMB THROUGH WALLS

Some secret passages exist behind walls and can be uncovered by Bombs. Many weak walls have tell-tale cracks, but some of the walls you'll need to bomb look solid. If you get stuck, try Bombs.



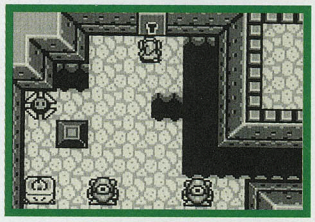
USE YOUR TOOLS

Even if a jump looks impossible or a place seems to be beyond your reach, it's probably possible when you find the right item. Use Roc's Feather to jump this gap.



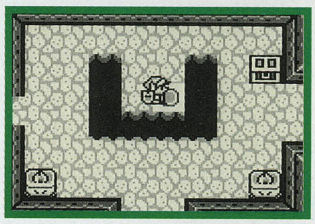
TURN THE KEY

You can open the doors that have keyholes only by finding the small keys that fit them. Keys are sometimes hidden in Treasure Chests somewhere in the Level; other times, defeated enemies will drop them.



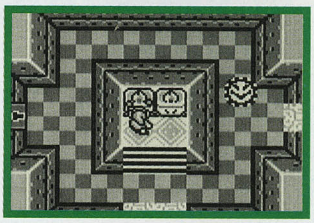
STEP ON THE SWITCH

You can open some doors or make Treasure Chests appear by finding and tripping Floor Switches. Sometimes the Switches are in plain sight, but other times they're hidden and you must search for them.



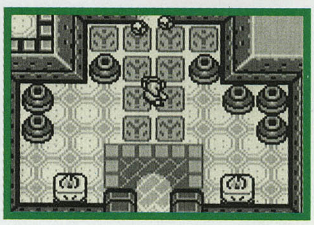
LIGHT THE LAMPS

In some rooms, you'll have to light the Lamps using Magic Powder not only to brighten the room, but also to make doors open or Keys appear. Usually, you must have all Lamps lighted at the same time.

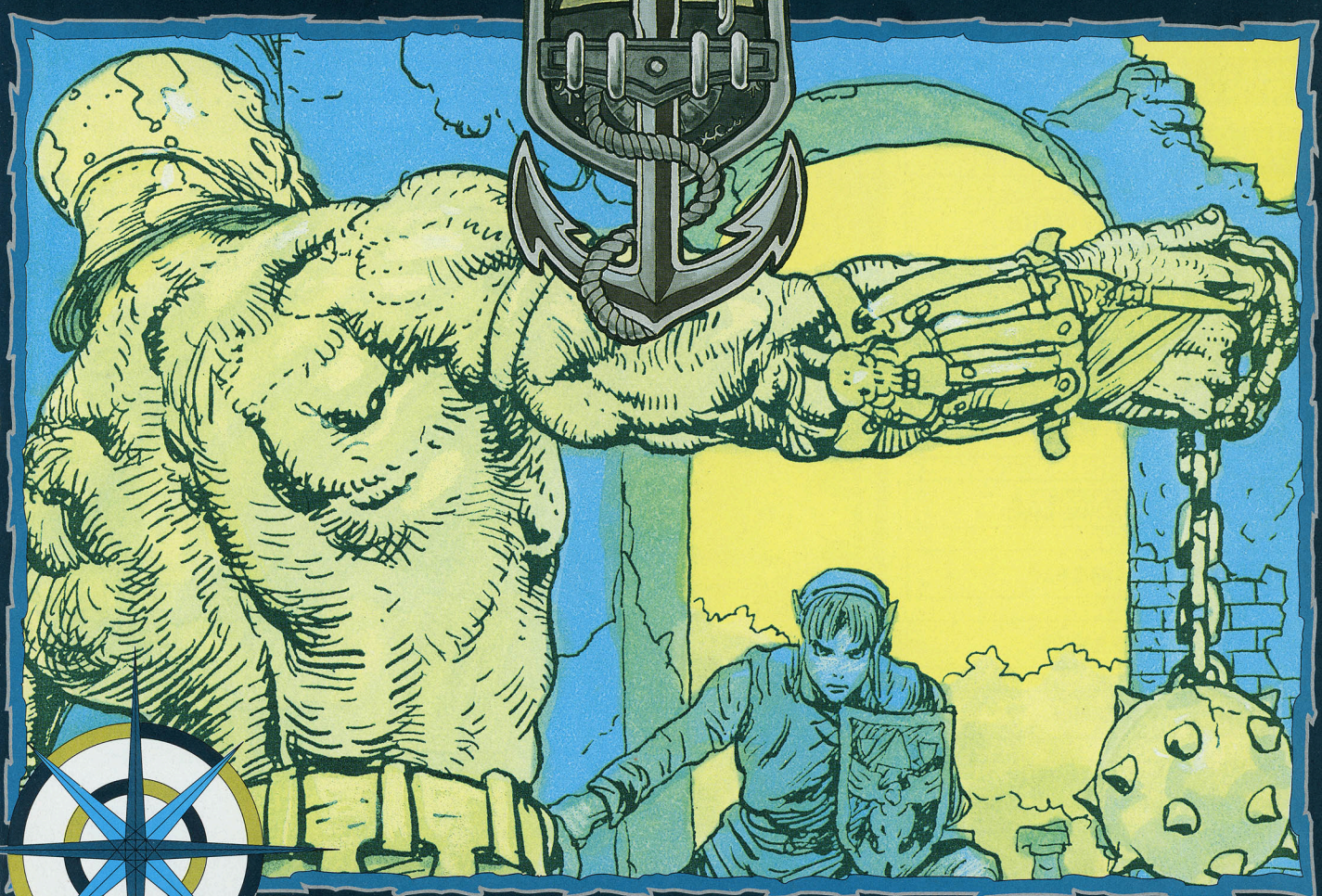


BREAK A VASE

It's normally not a good idea to go around breaking pottery, but in Link's world, that's the only way to open some doors. If all else fails and a vase is handy, pick it up and throw it at the door.



THE ADVENTURE



Koholint Island

THE ISLAND ATLAS

AREA 1 PAGE 20	MABE VILLAGE
AREA 2 PAGE 22	TORONBO SHORES
AREA 3 PAGE 24	MYSTERIOUS FOREST
AREA 4 PAGE 30	KOHOLINT PRAIRIE, TABAHL WASTELAND & CEMETERY
AREA 5 PAGE 32	GOPONGA SWAMP
AREA 6 PAGE 38	UKUKU PRAIRIE
AREA 7 PAGE 40	KANALET CASTLE
AREA 8 PAGE 46	ANIMAL VILLAGE
AREA 9 PAGE 48	DREAM SHRINE
AREA 10 PAGE 49	YARNA DESERT
AREA 11 PAGE 50	TAL TAL HEIGHTS & MOUNT TAMARANCH
AREA 12 PAGE 56	MARTHA'S BAY
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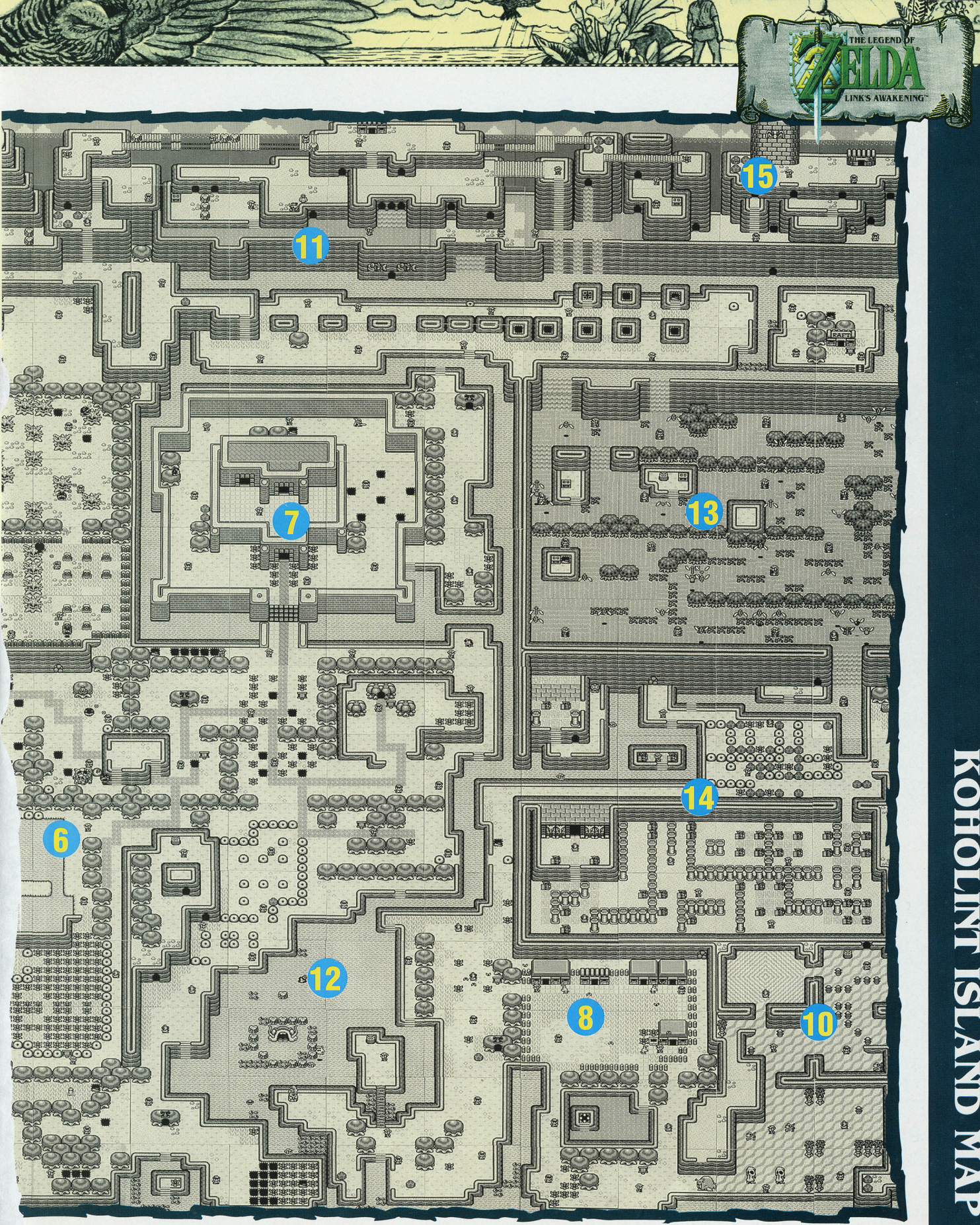
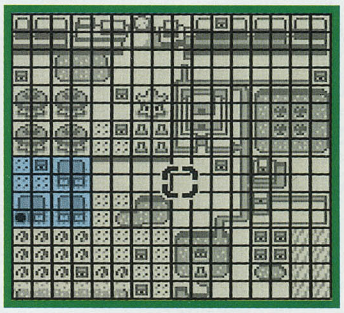
AREA 14 PAGE 64	FACE SHRINE
AREA 15 PAGE 70	EASTERN TAL TAL MOUNTAINS
AREA 16 PAGE 76	WESTERN TAL TAL MOUNTAINS
AREA 17 PAGE 82	EGG OF THE WIND FISH



KOHOLINT ISLAND MAP

Mabe Village



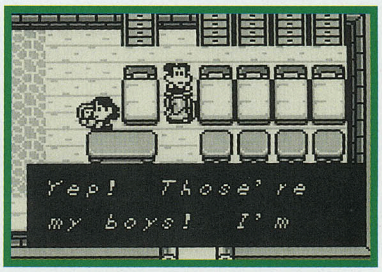
SET OUT FOR ADVENTURE

You wake in Mabe Village, and you'll return here often to talk to people and discover what has happened there during your absence. Like you, Marin and Tarin travel around, and they can tell you what they've learned.

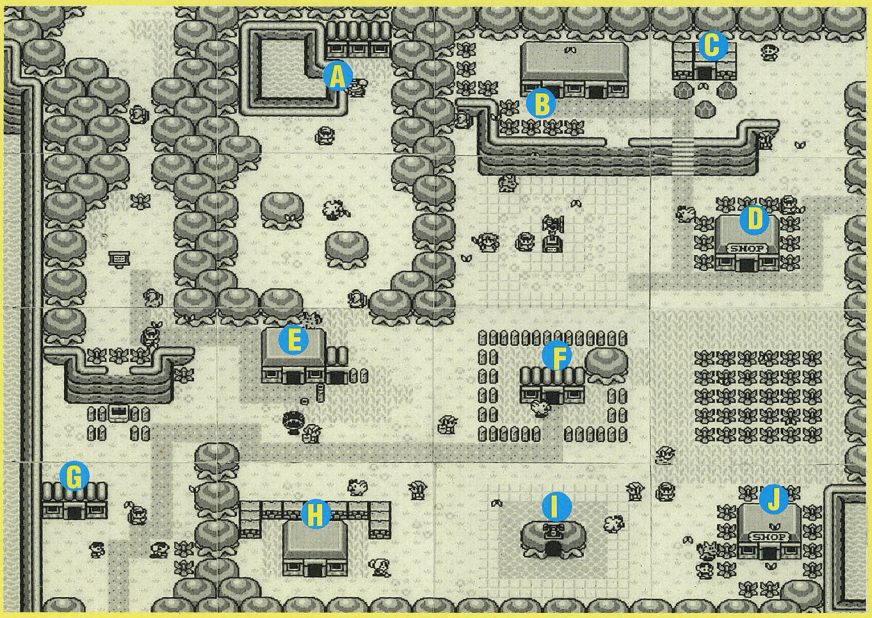
PACK YOUR BAGS

Follow the advice of Marin and Tarin. Go first to the library and learn all that you can, then go to Toronbo Shores and recover your Sword. The Owl is waiting at the entrance to the Mysterious Forest, so go meet him and hear his tale. As you search for the Tail Key, you'll earn Rupees by defeating enemies. When you return to Mabe Village with the Key, check out the goods at the Shop. Buy whatever you can afford before setting out again to the south.

Go talk to all of the people in town. They're friendly folks.



POINTS OF INTEREST IN MABE VILLAGE



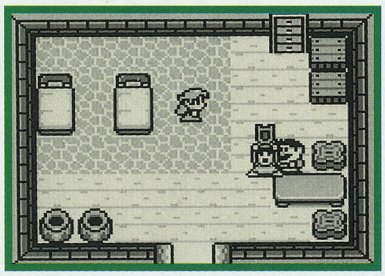
- A FISHING POND
- B QUADRUPLETS' HOUSE
- C DREAM SHRINE
- D SHOP
- E MADAME MEOWMEOW'S HOUSE
- F MARIN & TARIN'S HOUSE
- G LIBRARY
- H ULRIRA'S HOUSE
- I PHONE BOOTH
- J TRENDY GAME

ITEMS

SHIELD
FLUTE
2 PIECES OF HEART

TAKE YOUR SHIELD

As you prepare to leave Marin and Tarin's house, Tarin will give you your Shield and tell you to beware of the many monsters that have been seen in the area since your arrival. Because the Shield is your only possession at this point, you'll have to make the most of it. When you reach Toronbo Shores, you'll be attacked by Spiny Urchins. Use the Shield to flip them and to push other spiky enemies out of your way.



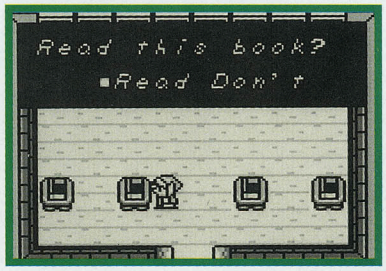
Don't leave home without it. Before you head for Toronbo Shores, get your Shield from Tarin.You'll need it.

SHIELD

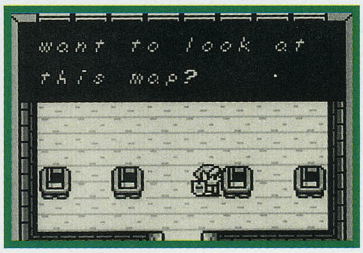
Link has carried this trusty Shield through all kinds of adventure.

VISIT THE VILLAGE LIBRARY

Before leaving town, be sure to visit the Library and read all of the books that can. There are books on topics such as *Selecting the Item That's Right For You, Secrets of the Whirling Blade, Fun With Bombs, Properties of Warp Holes, How to Handle Your Shield* and *Dark Secrets and Mysteries of Koholint Island.* The last book, which includes dark secrets of the land, is written in type that's so small that you won't be able to read it without a Magnifying Glass.

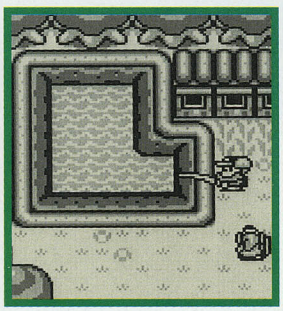


Stop in at the village Library before you continue to Toronbo Shores. Be sure to read about using the Shield.



FUN & GAMES

Beside the Shop and villagers' houses, there is a Trendy Game in the southeast area and a Fishing Pond to the north. Take a chance on the Trendy Game, and even if you're not an avid angler, try your luck fishing.

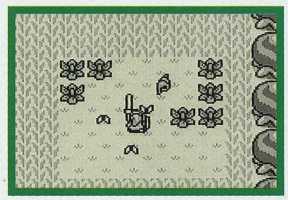


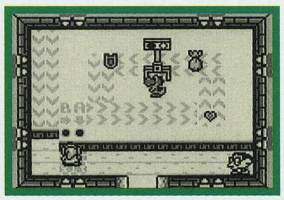
ROUTE CHECK-LIST

Take your trusty Shield from Tarin, then go exploring. Talk to Madame MeowMeow, Ulrira's wife and the Quadruplets' mother. Go to the Library and read all of the books that you can, then retrieve your Sword from Toronbo Shores. Play the Trendy Game and win a Yoshi Doll for the children. Get the Piece of Heart from the Well on the west side of town. Find the Secret Shell, and try your luck at the Fishing Pond.

SPECIAL FINDS

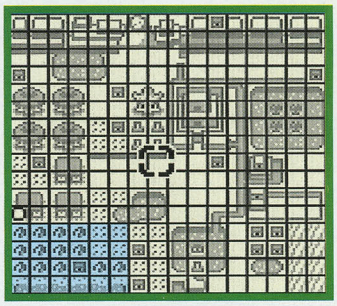
The village might not be very big, but there are lots of discoveries to make here. Search under the square of bushes for the Secret Shell, and try to nab a Yoshi Doll by playing the Trendy Game.





Start collecting Secret Shells right away by picking up the one here in town. The Quadruplets' mother says that the kids are pestering her for a Yoshi Doll. See if you can score one for her at the Trendy Game.

Toronbo Shores

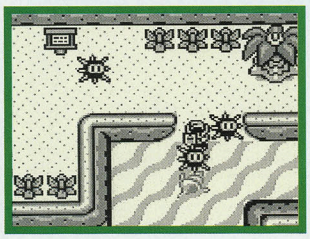


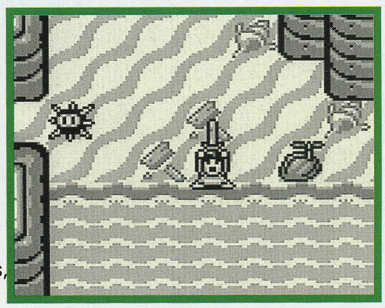
SITE OF THE SHIPWRECK

As Link's adventure opens, he wakes in a small hut, unable to remember how he got there. He mumbles "Zelda" to the girl sitting by his side, but it is Marin who has tended him in his time of need. Where is he? How did he arrive there?

RETURN TO THE WRECK SITE

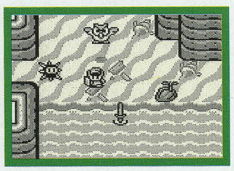
When Link awakes in his dazed state, Marin and her father, Tarin, tell him about the shipwreck and about how he washed up on a nearby shore. Tarin has recovered Link's Shield--he knows it's Link's because his name is on it--and they think that other supplies belonging to the lad might have washed up there as well. Return to seek the Sword.





When Link returns to Toronbo Shores, he'll find his Sword in the surf.

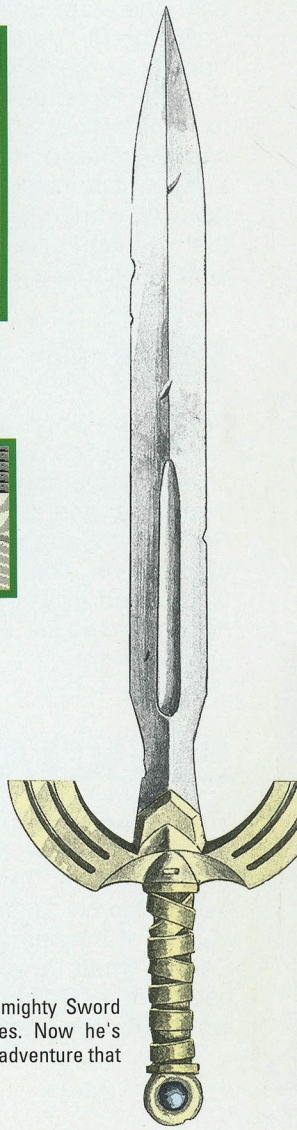
WH-WHO'S THERE ?



After recovering his Sword, Link is surprised by a wise Owl, who tells him a mysterious tale about the island he's landed on. The Owl tells him to head north, to the Mysterious Forest, and then it departs. It hasn't disappeared, though. This Owl will reappear at many points in Link's quest to tell him what he should do next. Perhaps it knows more about the legendary Wind Fish than it's telling.

THE OWL

The Owl will follow Link as he seeks the Wind Fish.

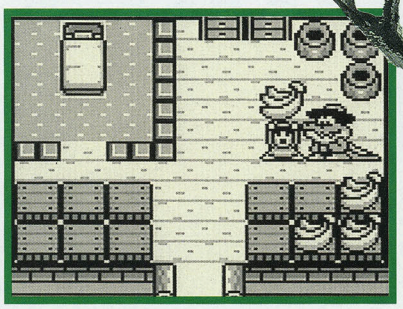


THE SWORD

Link recovers his mighty Sword at Toronbo Shores. Now he's ready for the adventure that awaits.

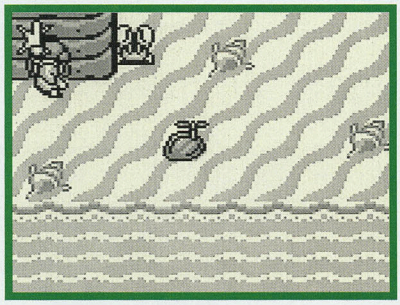
GO BANANAS

An odd alligator named Sale has a house by the beach. He sells Bananas by trade, but he's been known to wheel and deal. Sale and his brother both collect strange objects, so if you find something that's to his liking, you can probably swing a sweet deal for a bunch of Bananas. Even if you don't like Bananas, it's best to get a bunch. You never know when they might come in handy on this unusual tropical island.



SOUND CHECK

Usually, when you strike a wall with the Sword, you'll hear a distinctive "ping" sound. If, instead, you hear a more hollow sound when you hit a portion of wall, it could mean that there's something behind the wall that you can uncover by Bombing it. Hidden caves and Faerie springs are sometimes accessible by Bomb. Try striking walls that look a bit suspicious.



ROUTE CHECK LIST

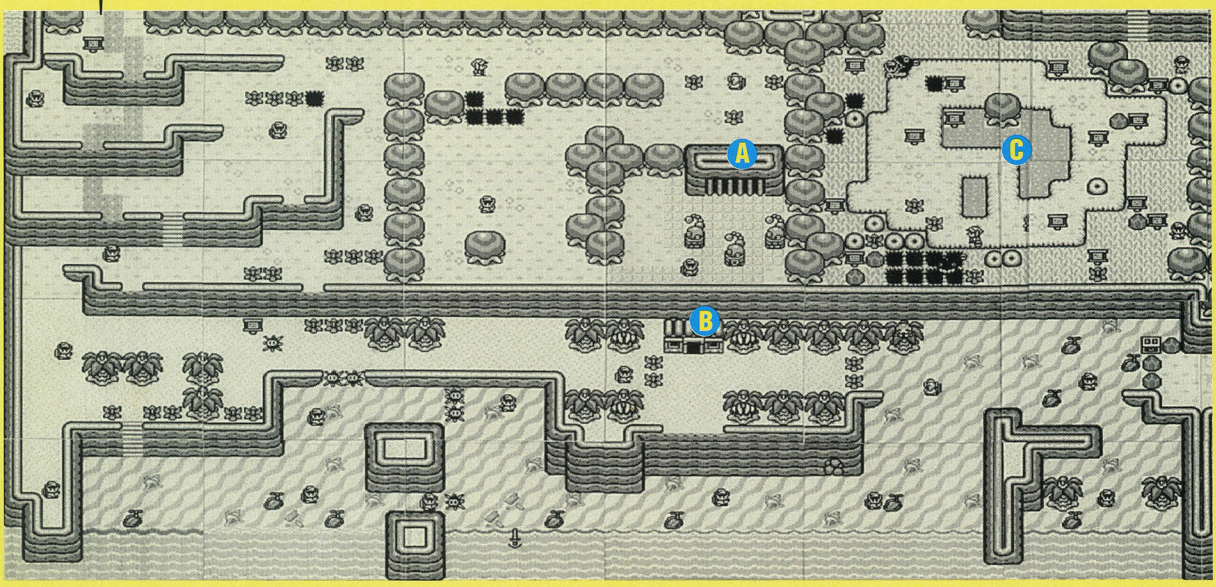
After talking to both Marin and Tarin, leave Mabe Village and go to Toronbo Shores. Use your Shield to move the Sea Urchins out of your way, then continue east to the site of the shipwreck. Find your Sword, listen to the Owl's story to find out about the legend of the sleeping Wind Fish, then return to Mabe Village.

SITES OF INTEREST AT TORONBO SHORES

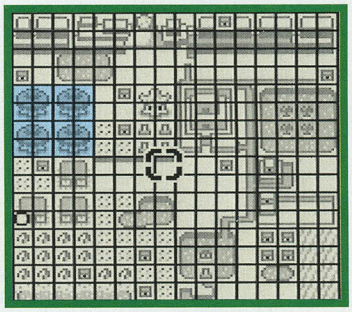
- A THE TAIL CAVE
- B SALE'S HOUSE OF BANANAS
- C SIGNPOST MAZE

ITEM

BOOMERANG



Mysterious Forest

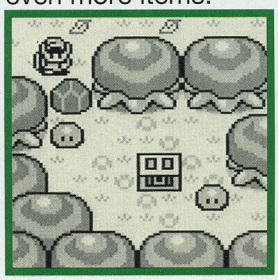


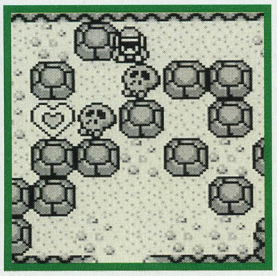
AMAZING FOREST

When you enter the Mysterious Forest, a strange Raccoon warns you that you'll be confused. He's right. Until you find a way to transform the Raccoon, you'll wander in a repetitious maze.

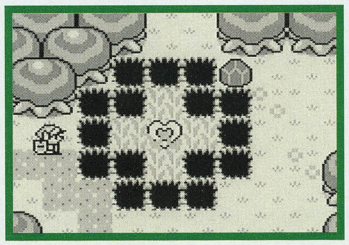
NO TRESPASSING

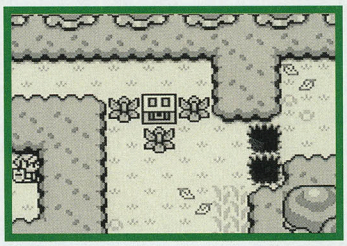
You'll come to many dead ends at this point in the game. Later, when you've found Roc's Feather and the Power Bracelet, return to the forest to explore the areas that were previously closed. Come back again later on to collect even more items.





You can't reach these treasures yet. Later, when you have Roc's Feather and the Power Bracelet, come back for them.

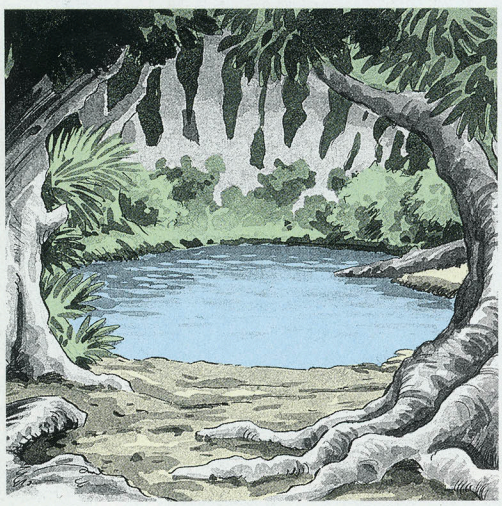




ROUTE CHECKLIST

Take the Toadstool to the witch's Hut and get the Magic Powder. Sprinkle some on the Raccoon. Go north to get the Tail Key. Play the Trendy Game in the village to win the Yoshi Doll. Give the doll to the Quadruplets' mother to get the Bow, then give the Bow to Madame MeowMeow's pup to get the Dog Food. Give the Dog Food to Sale in exchange for Bananas.

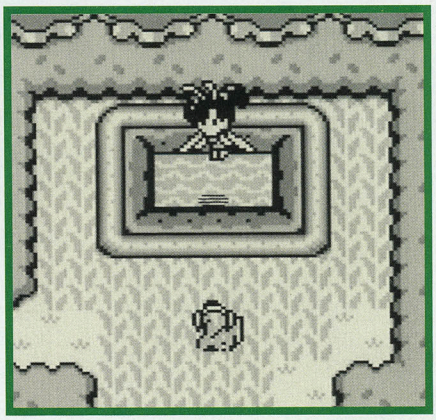
FAERIE SPRINGS



As you explore, you'll pass a pleasant little Spring. If your Heart Containers aren't completely full, you'll see a Faerie there who will offer to heal your wounds. If your Heart Meter is full, you won't see her at all. There are several places like this throughout the game. Seek them out when you need Heart power.

HEART SMART

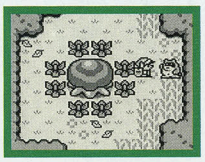
You will see the Faerie only if you're in need of her healing hand. Otherwise, you'll see a simple Spring.



Although this Spring is in plain view, many of the Faerie Springs in the game are hidden behind walls.

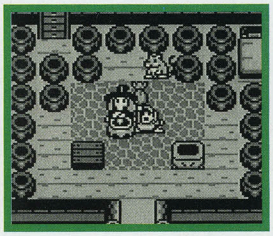
RATTLE THE RACCOON

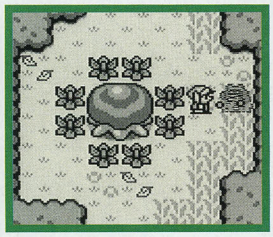
After passing the Raccoon, you'll find yourself on a repeating loop. Pick the Sleepy Toadstool and have the Witch use it to make Magic Powder, then return to the Raccoon and sprinkle Magic Powder on it. You'll find that it was really Tarin, who had been under a mysterious spell. Now, when you head north, you'll find a path that will lead you to the Tail Key.

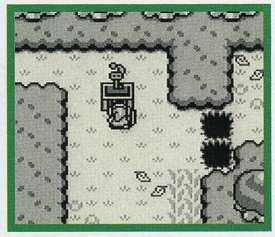


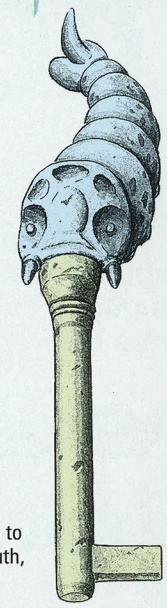
MAGIC POWDER

The Magic Powder has many uses. Try sprinkling it on lots of things.









THE TAIL KEY

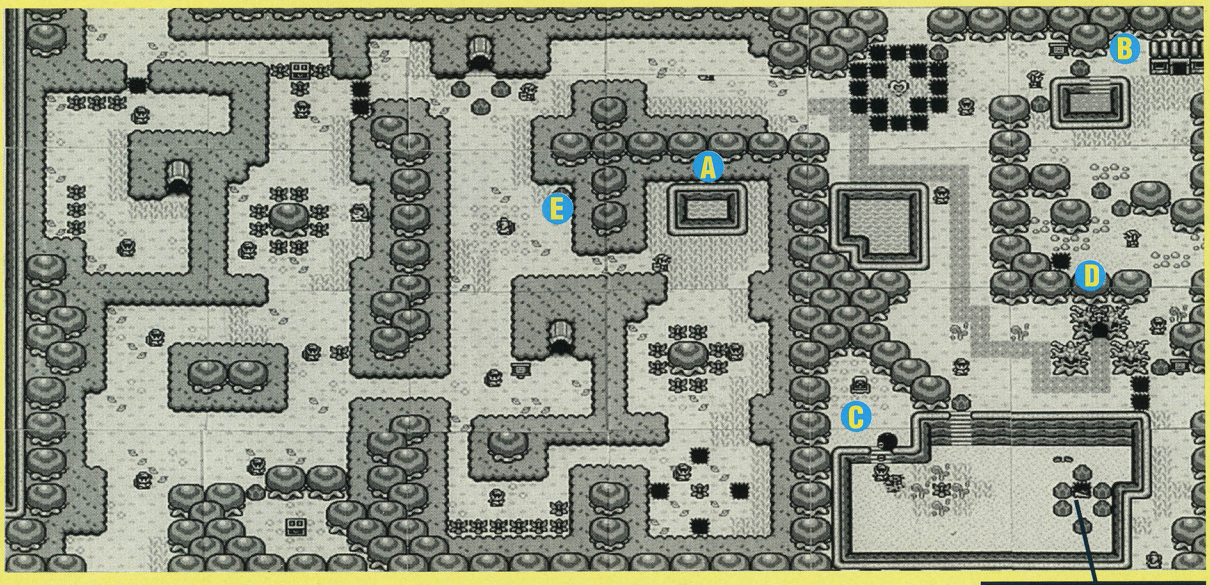
The Tail Key admits you to the Tail Cave in the south, near Toronbo Shores.

SITES OF INTEREST IN THE MYSTERIOUS FOREST

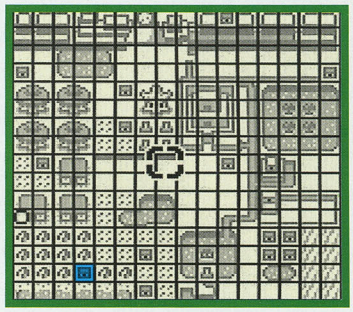
- A FAERIE SPRING
- B CRAZY TRACY
- C GHOST'S TOMBSTONE
- D MAGIC SHOP
- E MAD BATTER

ITEMS

TAIL KEY
SLEEPY TOADSTOOL
MAGIC POWDER
SECRET MEDICINE
TWO PIECES OF HEART



The Tail Cave

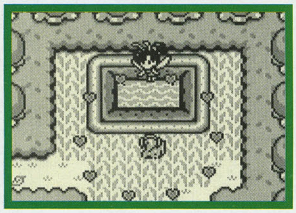


LEVEL ONE

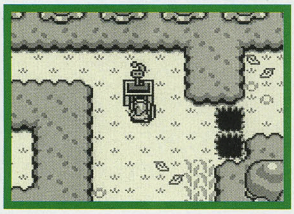
After obtaining the Tail Cave Key from the Mysterious Forest, return to Mabe Village and prepare for the first major challenge of Link's quest. This journey will take him south, to the Tail Cave near Toronbo Shores.

STOCK UP

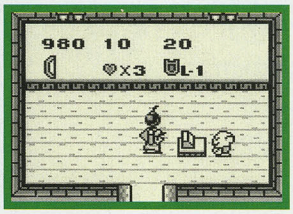
Take the Tail Key back to Mabe Village. There, go to the village Shop and buy a full supply of Bombs. (You'll have to buy the Shovel before Bombs will be available.) If you need money, go to the block of bushes south of the Shop and mow them down to find Rupees. Next, refill all of your Heart Containers either by visiting a Faerie Spring or searching for Hearts under bushes and grass. Now go to Toronbo Shores and search for the entrance to the Tail Cave.



Refill all of the Heart Containers in your Heart Meter before leaving.



Take the Tail Key that you recovered from the Mysterious Forest.



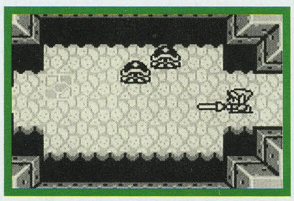
Buy as many Bombs as you can carry at the Shop in the village.

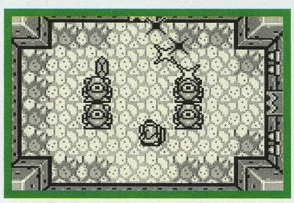
ROUTE CHECKLIST

Recover the Tail Key from the Treasure Chest in the Mysterious Forest. Refill your Heart Meter by either cutting down bushes and grass or buying Small Hearts at the shop in Mabe Village. Buy a supply of Bombs at the Shop, too. Head south from the village, then turn east and search for the entrance to the Tail Cave.

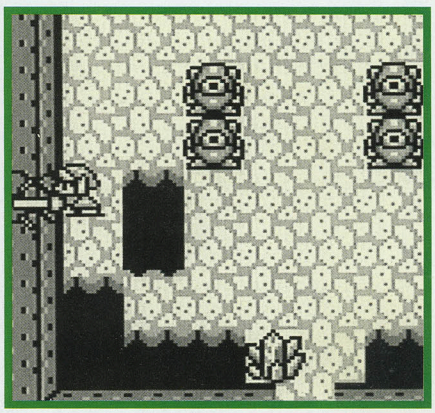
INSIDE THE TAIL CAVE

The Tail Cave is not only the first Level you'll explore, it's also the smallest and least complicated. It's a one floor spread where you'll learn a few of the tricks for exploring indoors. Inside, you should find both Roc's Feather and the Full Moon Cello. As you should in all levels, seek out the Map and Compass as soon as possible after entering, so you'll be able to chart your progress and keep track of where you've been. In the Tail Cave, both are close to the entrance, but in other levels they'll be much more difficult to find. Enemies include Gels that appear suddenly out of nowhere, mini-Moldorms and Keese. And here, you'll see a couple of the new side-scrolling caves that lead from one area of a level to another.



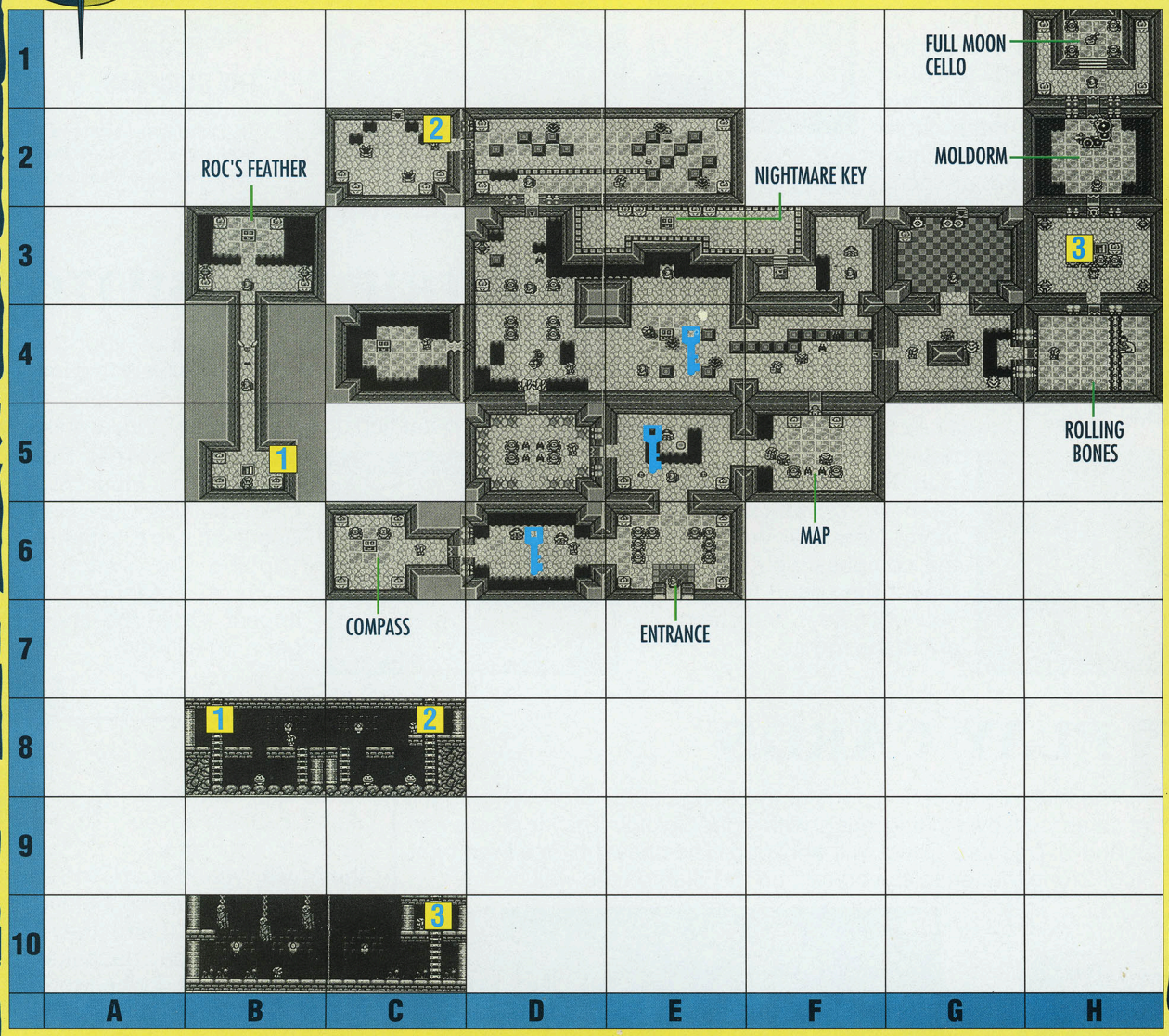


Defeat all of the enemies in these rooms to make a key appear and the doors open.



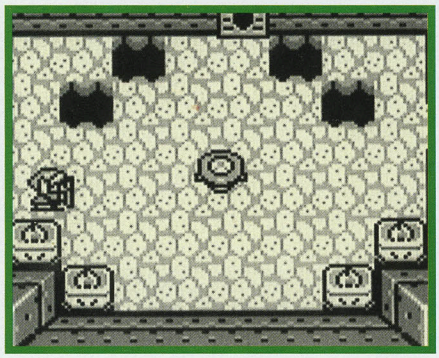
The small cracks in the west wall indicate that it's weak. Drop a Bomb there to open a hidden room. Remember to look for weak walls in many areas.

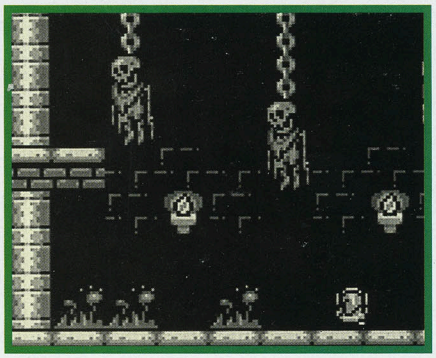
TAIL CAVE MAP



TAIL CAVE DATA

- 1 FLOOR
- 9 TREASURE CHESTS
- 3 SMALL KEYS
- ROC'S FEATHER
- FULL MOON CELLO
- MOLDORM

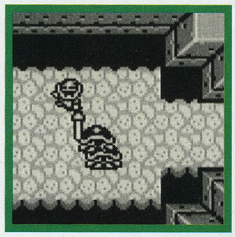


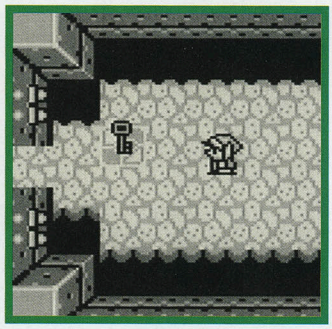


6-D

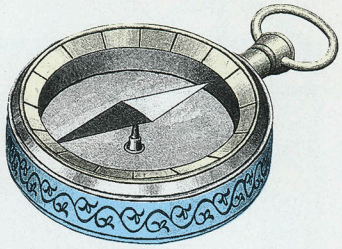
HELMET BEETLES

If you walk to the left after entering the Tail Cave, you'll enter a room inhabited by Helmet Beetles. You can strike them with the Sword to stun them, but they recover quickly and keep coming at you. Keep striking with your Sword to push them into the holes to get rid of them. When both are gone, a Small Key will drop onto the floor.





These hard-headed enemies are persistent. Push them into the holes to get the Key.



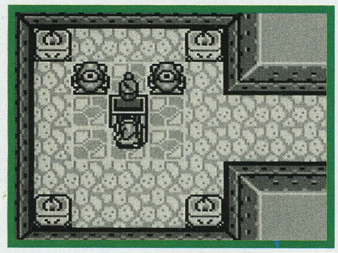
THE COMPASS

The Compasses in Link's Game Boy adventure sound a tone when you enter a room that has either a Key or a Treasure Chest.

6-C

COLLECT THE COMPASS

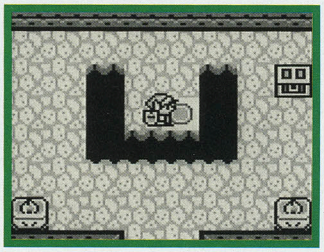
Continue to the left to the room where you'll find the Compass. The Treasure Chest it's in looks like it's free and clear, but as you near it, some Gels will suddenly appear. Approach with Sword at the ready to keep from walking into them. Now that you have the compass, you can listen for the sound that tells you when keys and chests are in the rooms.



5-E

TRIP THE SWITCH

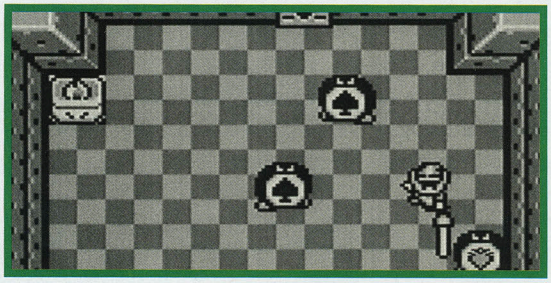
Head north to 5-E and draw your Sword to defend against the two Gels that immediately start homing in on you. After defeating them, walk up and around to attack the Helmet Beetle. Step on the Floor Switch after you push the Helmet Beetle off into the darkness. Tripping the Switch will make a Treasure Chest appear. Open the chest to get a Small Key.

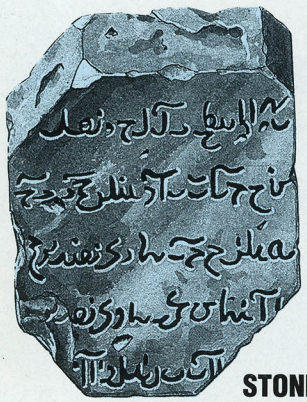


3-G

PLAY CARDS

The three cards in 3-G constantly change suits. Stop them on the same suit by striking each with your Sword. They'll disappear and a Treasure Chest will show up. The chest holds a Fragment of Stone that enables you to read the Slab on the wall.

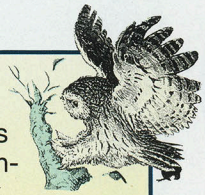




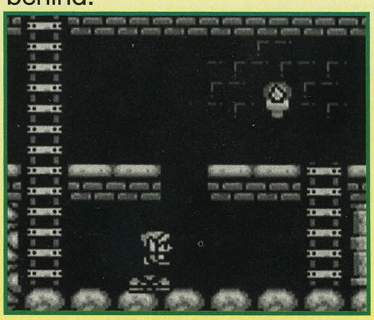
STONE FRAGMENT

When you recover the Stone Fragment, you'll be able to read the message on the Slab.

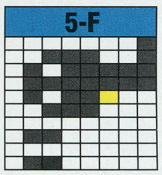
GOOMBA??



What are Goombas doing in Link's adventure? If you attack them with your Sword, they'll always leave Rupees behind. If you jump on them, they'll become Goomba pancakes for a moment, and when they disappear, they'll leave Hearts behind.

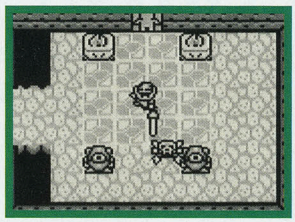


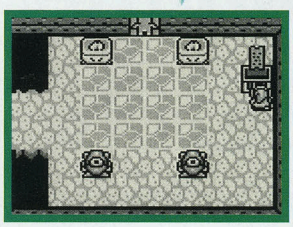
When you need to refill your Heart Meter, pounce on the Goombas and wait for Hearts.

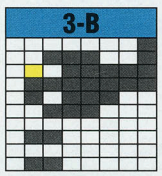


FIGHT OR FLEE?

Although the safest bet is to exit through the revolving door on the north end of the room, stay and fight. There are a couple of Stalfos and two Keese. Use a Whirling Blade Attack on the Stalfos, then attack the Keese. When you've defeated them all, a Treasure Chest will appear. Open it to get the Map.





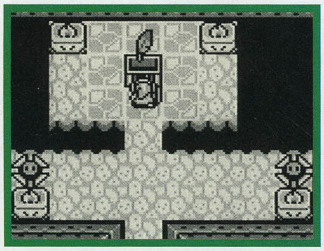


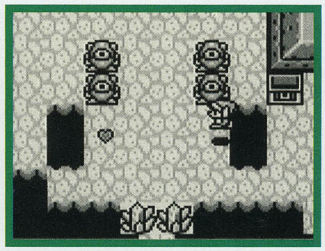
ROC'S FEATHER

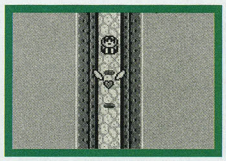
Use your Shield to flip the spiked enemies, then strike them with your Sword. Defate both to make stairs appear, then take the Stairs down to get Roc's Feather. Equip the feather to jump.

ROC'S FEATHER

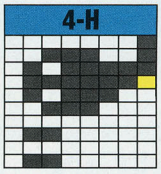
When you use Roc's Feather, you'll be very light on your feet. You can jump over small openings in the floor.





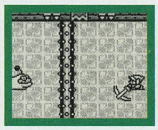


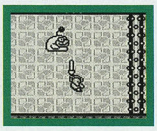
Using Roc's Feather, you can jump up to grab winged items, like this Heart.

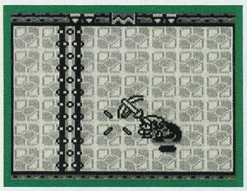


ROLLING BONES

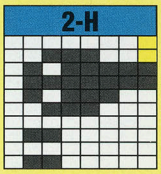
Rolling Bones has a big rolling pin that he'd like to flatten you with. Equip Roc's Feather and jump over the rolling pin, then jab him with your Sword and prepare for the next rolling-pin attack. When you defeat the big, bad Bones, a Faerie will appear to heal you.





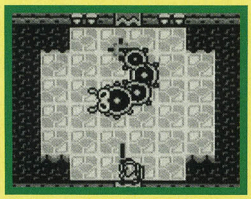


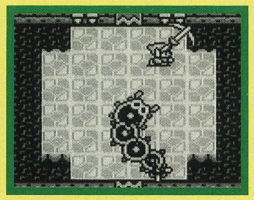
When Rolling Bones rolls the pin, jump over it and attack him with your Sword.

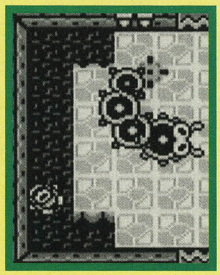


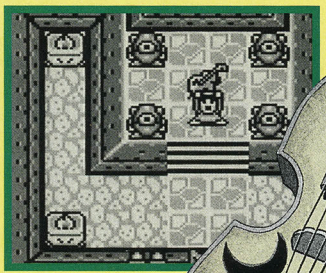
MOLDORM

This big worm has only one vulnerable point: its tail. It will try to sweep you off into the pit below. If it does, it will recover from the damage you've done before you can retum to its lair. Keep your back to the wall and your Sword at the ready.





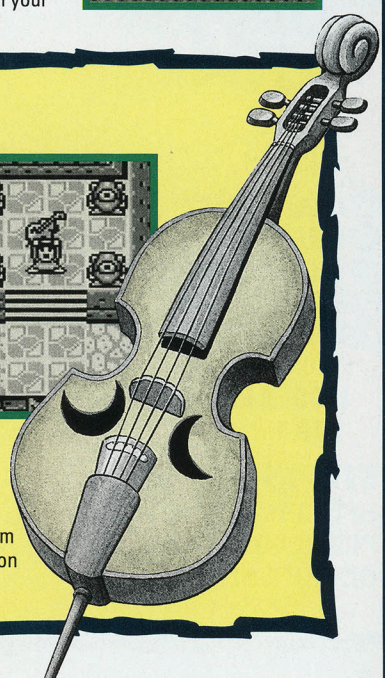




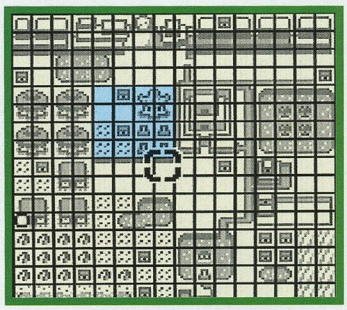
If the Moldorm sweeps you off into the pit, you'll have to start over. The Whirling Blade Attack is most effective against the big worm.

THE CELLO

Defeat the Moldorm to win the Full Moon Cello.



Koholint Praire, Tabahl Wasteland & Cemetery

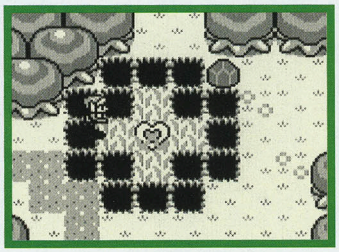


A VAST AREA TO EXPLORE

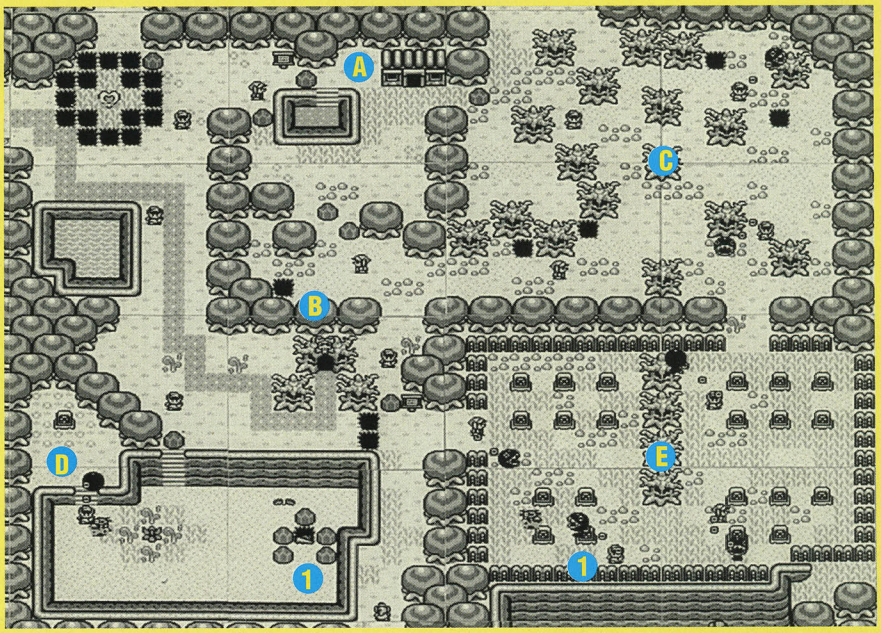
It will take the Hyrulian adventurer several trips to this region with various tools to explore the entire area. Only when Link is heavily armed should you venture into the Cemetery.

TAKE HEART

Use Roc's Feather to jump to the center of the cross and pick up the Piece of Heart there. With the feather, you can also hop over the holes and head north to an area that you were unable to explore previously. Further to the east is Crazy Tracy's, but you'll have to have the Power Bracelet to reach her hut. She may be nuts, but she has special powers and will sell you some of her life-giving Secret Medicine when you get there.



POINTS OF INTEREST IN THE REGION



- A CRAZY TRACY
- B MAGIC SHOP
- C TABAHL WASTELAND
- D GHOST'S GRAVE
- E THE CEMETERY

HIDDEN ROUTE FROM 1 TO 1

ITEMS

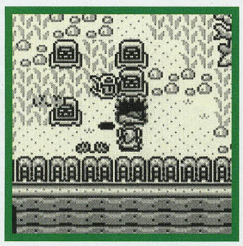
SPECIAL MEDICINE
PIECE OF HEART
SECRET SHELL

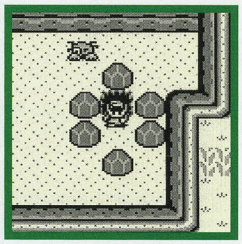
FIND THE HIDDEN ROUTE

THE HIDDEN ROUTE

Walk over to the left to find the Ghost's grave. He'll thank you for taking him home.

Legends of Koholint hinted that a restless spirit inhabited one of the graves in the island's Cemetery. Enter with full Hearts because ghosts abound and they're hard to discourage. Push up on the Tombstone by #1 on the map to uncover stairs that lead west. Use the Power Bracelet to move the ring of stones by the exit, and dig in the area to find a Secret Shell.



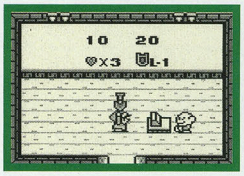


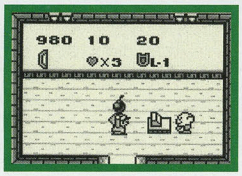
ROUTE CHECK-LIST

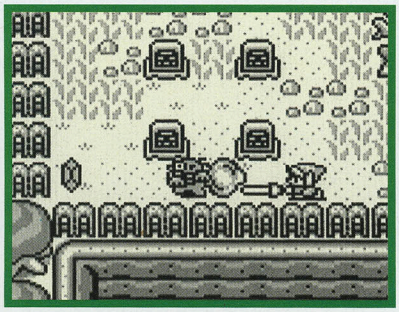
Get the Piece of Heart from the center of the cross and go to the Witch's Hut to either get or replenish your Magic Powder. Visit Crazy Tracy and pay her for her Secret Medicine. Uncover the hidden stairway that leads over to the Ghost's grave.

MAKING MONEY

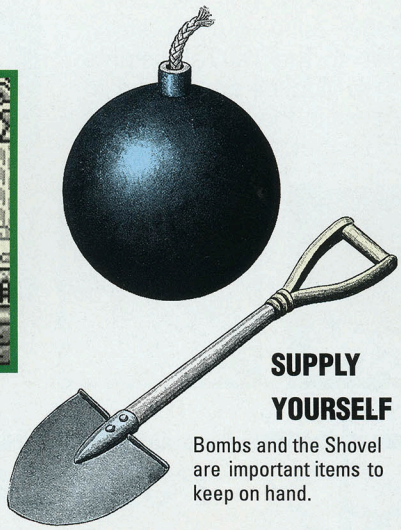
You have to start building a bankroll if you want to be able to buy pricey items such as the Shovel and the Bow and Arrow. One good way to collect Rupees is to hang out in the Cemetery and slash the Zombies as they rise out of the ground. There seems to be an endless supply of them, so you can stand in one place and swing away with your Sword.





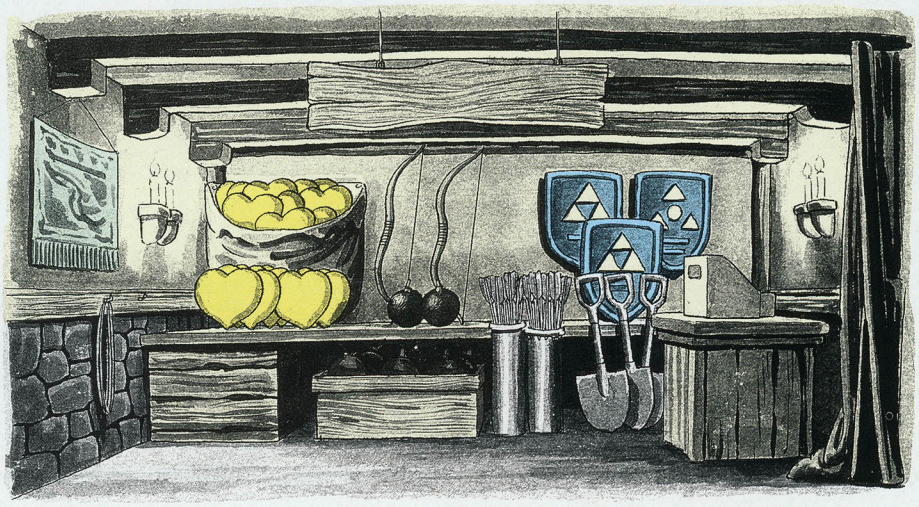


Stand in the Cemetery and keep your Sword in hand, ready to nail the Zombies as they emerge. It's a quick way to earn Rupees for major purchases.



SUPPLY YOURSELF

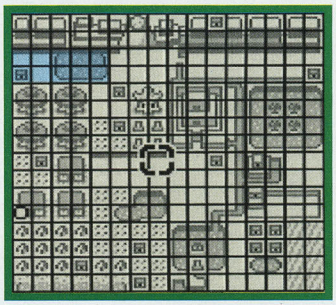
Bombs and the Shovel are important items to keep on hand.



THE SHOP

If the store doesn't have an item you need, check back later or after you purchase a major item. The stock sometimes changes.

Goponga Swamp

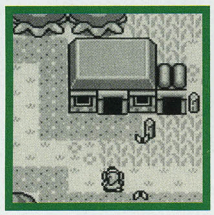


WALK THE DOG

When you return from the Tail Cave, you'll learn that Moblins have kidnapped Madame MeowMeow's precious pooch. Egad! Of course, Madame M. is beside herself and begs you to rescue him. Follow the Moblins' trail north to Goponga Swamp.

A MISSION FOR MADAME MEOWMEOW

After the distraught Madame MeowMeow tells you her story, head north to the Tal Tal Heights region. The Moblins are known to inhabit caves in the area, so that's where you should start looking.



The big dog that's usually chained up outside Madame M.'s house is missing. Step inside to hear the story.

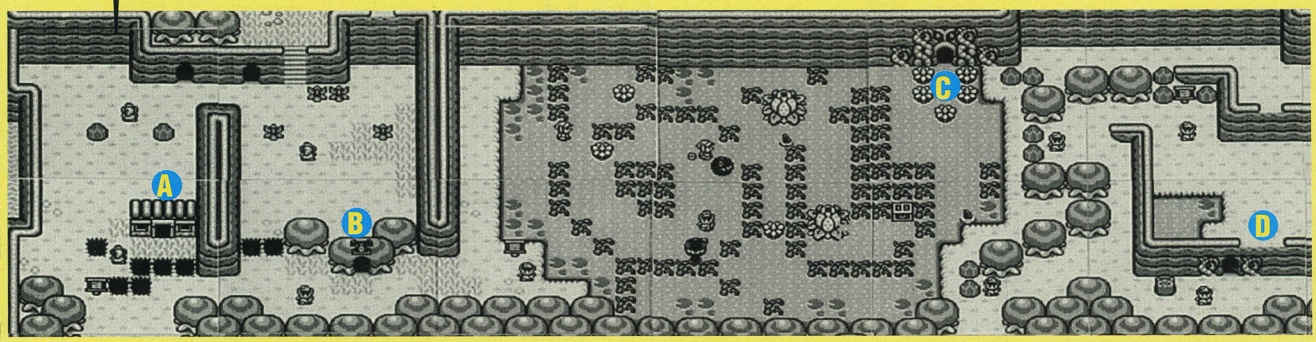
ROUTE CHECKLIST

Return to Mabe Village and talk to Madame MeowMeow. She'll ask you to go on a rescue mission. Go north to the Moblin Cave at Tal Tal Heights. Enter and defeat the main Moblin to rescue BowWow. Take him to Goponga Swamp and have him eat the flowers that block the Cave entrance.

POINTS OF INTEREST IN GOPONGA SWAMP

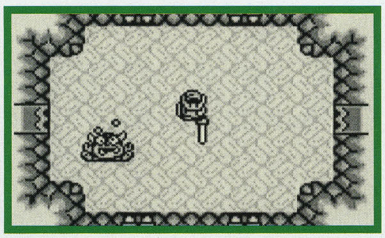
- A MR. WRITE'S HOUSE
- B PHONE BOOTH
- C GOPONGA SWAMP
- D CAVE

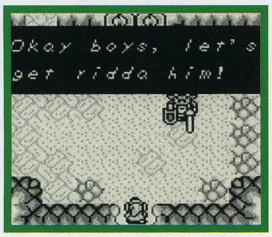
ITEM
NO ITEMS

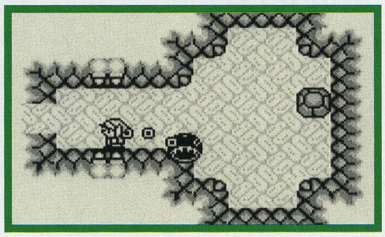


UNCHAIN BOWWOW

A Moblin guard greets you just inside the cave entrance. Avoid standing on the cracked floor tiles and make short work of him. More guards gang up on you in the next room, but a couple of well-timed Whirling Blade Attacks will take care of them. The Moblin's main man waits in the next room, and you must beat him to rescue BowWow. Jump the arrows he fires, then step back as he rushes head-long into the wall. Attack him while he's still dazed.

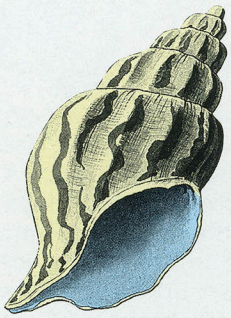






BOWWOW

After you beat the main Moblin, walk to the right into the next room to unchain BowWow. Take him with you.

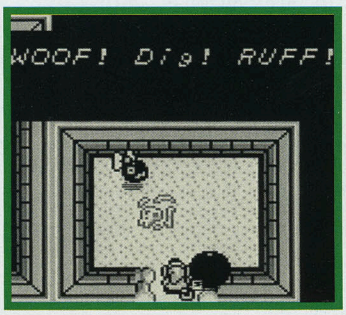


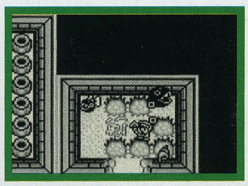
SECRET SHELLS

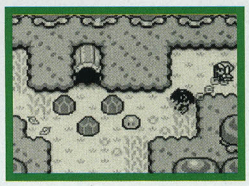
BowWow can sniff out Secret Shells.

BOWWOW ON THE TRAIL

If you return to Mabe Village with BowWow, Madame MeowMeow will thank you and ask you to take him for a walk. He has a sharp nose and can sniff out Secret Shells—if you have the Shovel. Take a leisurely stroll around the prairie, around town, and up to Goponga Swamp.



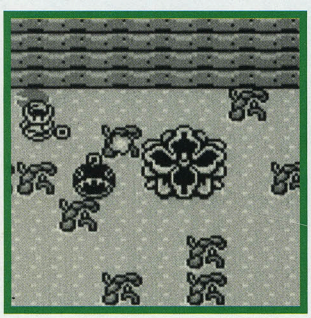


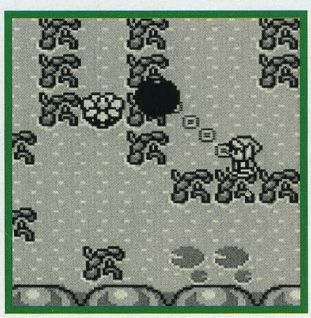


As you walk around the island, BowWow will advise you to dig for Secret Shells.

PLEASE EAT THE DAISIES

As you discovered if you explored the Swamp earlier, the flowers shoot fireballs, and you can't cut the water blooms down with your Sword. BowWow, however, has quite an appetite, and he's awfully fond of water blooms. Take him to the cave, and have him eat a path to the entrance. Go ahead and clean out the level. When you get ready to leave, he'll be waiting at the door and will eat a path back out.





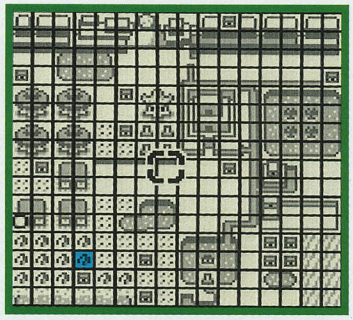
SWAMP FLOWERS

The swamp flowers can't be cut, but they can be eaten. Bon Appetit, BowWow.

The Bottle Grotto

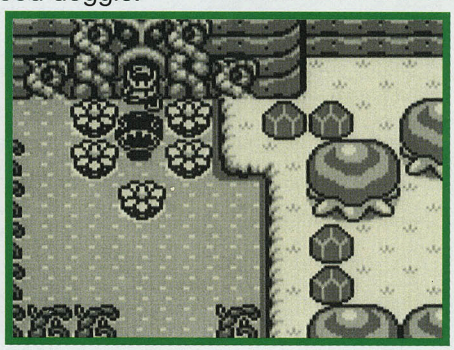
A VASE-SHAPED CAVE

Level 2, the Bottle Grotto, is shaped like one of the many clay pots, or vases, that you'll find inside. You must find the Power Bracelet in order to move or throw any of the pots, so look for it in the northwest corner of the cave.



BOWWOW IS THE KEY

Although you must usually find a special key to gain admittance to a Level, this time BowWow is your key. He opens the Level by eating the flowers that block the entrance. Of course, the flowers grow back while you're inside, but BowWow waits at the entrance to gobble them up when you're ready to leave. Good doggie.

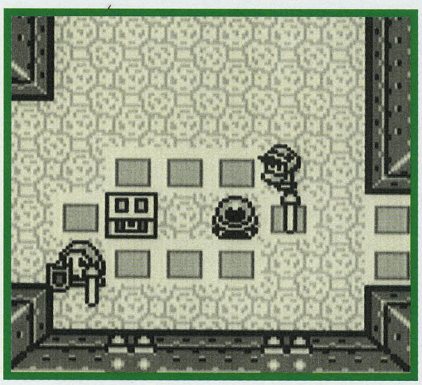


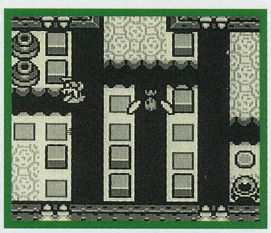
ROUTE CHECKLIST

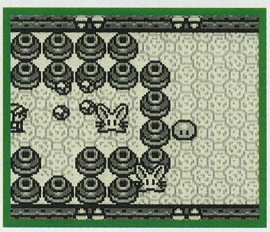
Pick up the Map, then go defeat the Mimic to get the Compass. Take the stairs at A over to and defeat the Hinox and make the Warp appear. Continue up to get the Power Bracelet. Go up and to the right. Take the stairs at C to reach the Genie's Lair. Break the Genie's Bottle, then defeat the Genie with your Whirling Blade Attack to open the door leading to the Conch Horn. Retrieve the Horn and exit the Grotto.

STEPS TO FOLLOW THROUGH THE GROTTO

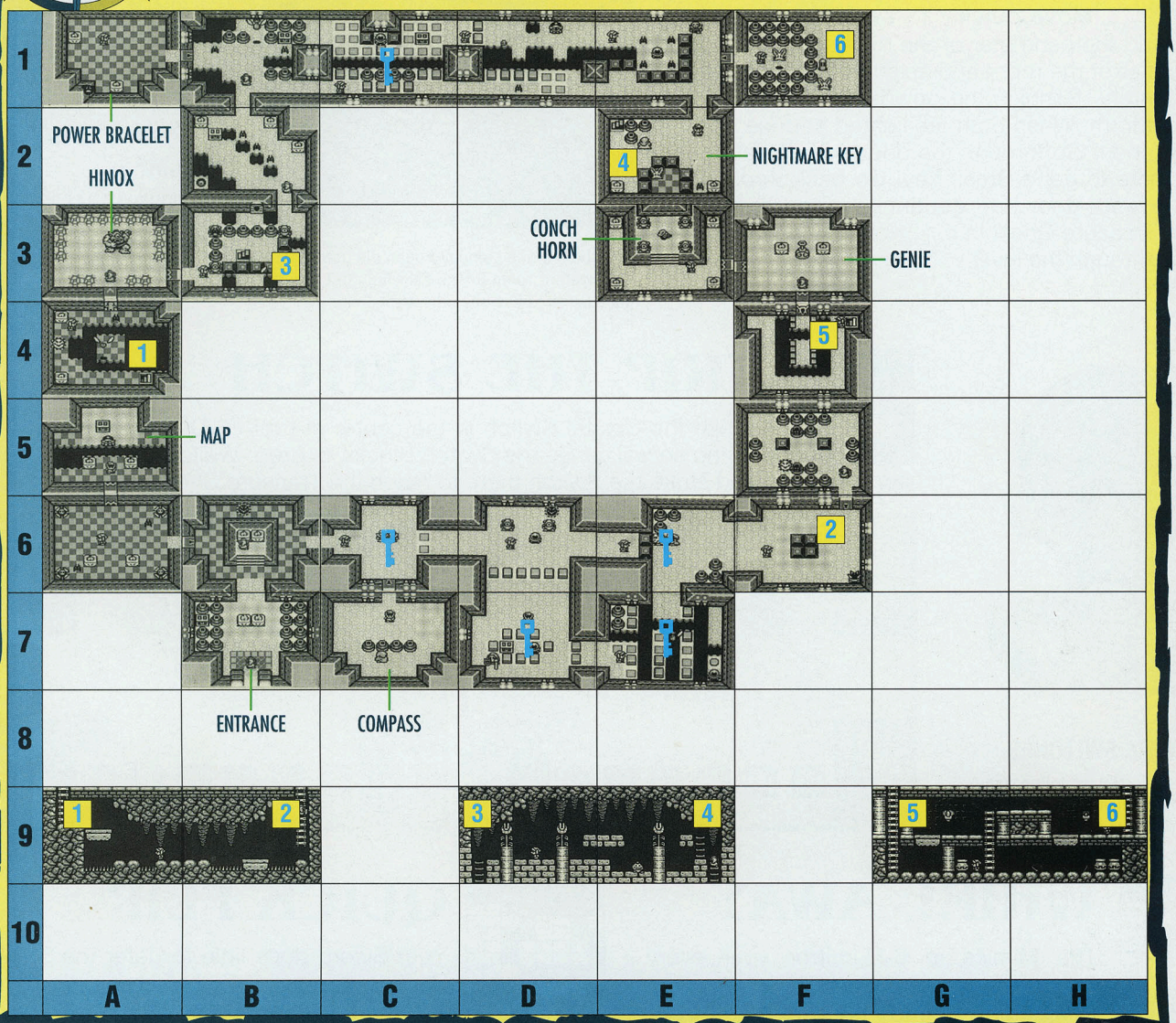
There are lots of pots in Level 2 that you won't be able to move until you retrieve the Power Bracelet. First, go get the Map, then work your way back to the right to get the Compass. Go up and right from the Compass room, collecting Small Keys on your way. In the room with two blocks, push each block one space towards the center of the room to make some stairs appear. Take the stairs, cross through the side-scrolling section and emerge in a dark room. Use Roc's Feather to jump up to the door above. Defeat the Hinox to make the Warp show up, then continue over to the right and up to get the Power Bracelet. Move the pots and keep moving to the right. Defeat the enemies in the northeast room to make stairs appear. Take the stairs to the room outside the Nightmare's Lair. Enter and defeat the Genie to open the door to the Conch Horn.





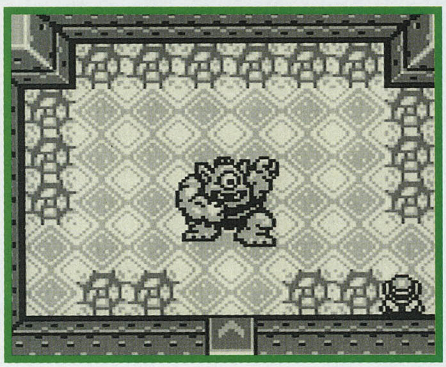


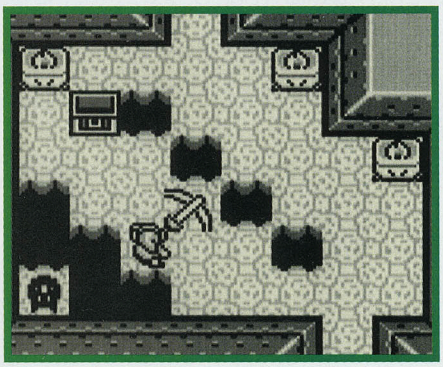
THE BOTTLE GROTTO MAP

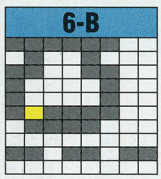


BOTTLE GROTTO DATA

- 1 FLOOR
- 10 TREASURE CHESTS
- 5 SMALL KEYS
- POWER BRACELET
- CONCH HORN
- 1 GUARDIAN

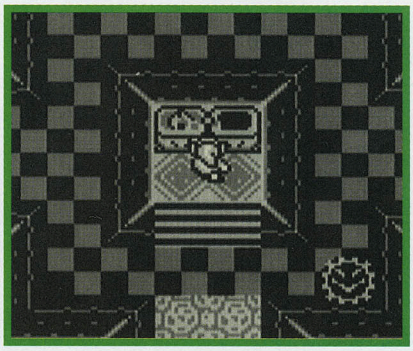




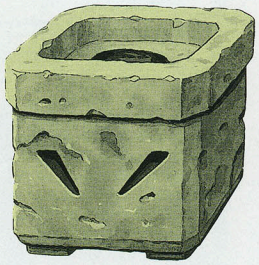


LIGHT THE LAMPS

The door on the west wall of room 6-B is locked, and the one on the east wall slams shut after you enter. It's a dark room. Move quickly to avoid the fireball that runs around the perimeter of the room. Go up the steps in the center of the room and select Magic Powder from your inventory. Sprinkle the powder on the two Lamps on the platform. When both are lighted at once, the east door will open. Go through the door and defeat the two Stalfos there to get a Small Key. Go back through 6-B, open the west door and continue up to get the Map from the Treasure Chest in 5-A. Now you can chart your progress through the level.

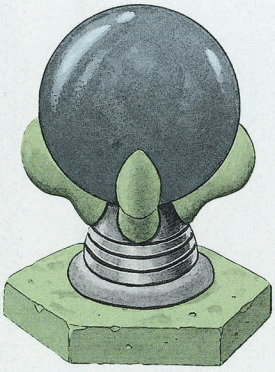


Light both of the Lamps to open the door on the east wall of room 6-B. Go through the door to get a Small Key to open the west door.



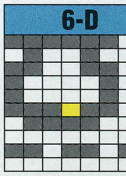
LAMPS

Lighting Lamps not only sheds light on the room, it sometimes makes things happen.



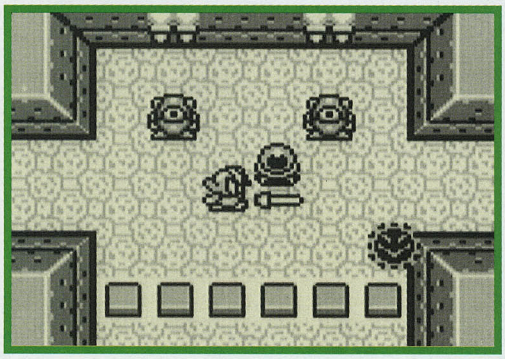
CRYSTAL SWITCHES

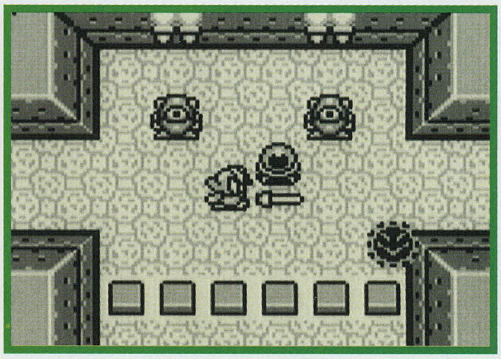
Tripping Crystal Switches sometimes cause Switch Blocks in other rooms to rise or fall.

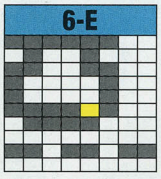


TRIP THE SWITCH

Strike the Crystal Switch in the center of room 6-D with your Sword. Doing so will cause the Switch Blocks to drop. Walk over them to 7-D and strike the Switch there to reach the Treasure Chest.

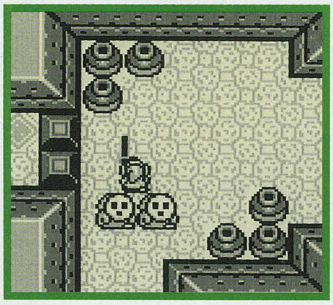


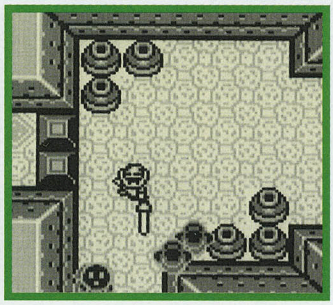


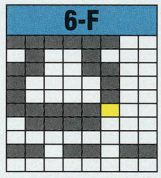


WHIRL AWAY

The Mimics in 6-E mirror your every move. You can't attack them from the front, so you'll have to get near enough to them to use your Whirling Blade Attack to strike them while your back is to them. When you defeat them, a Small Key will fall to the floor from above.

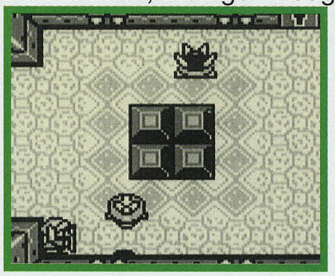


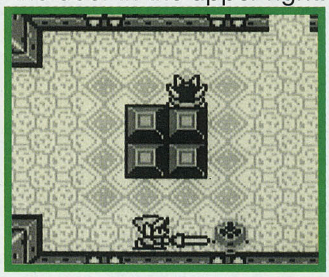




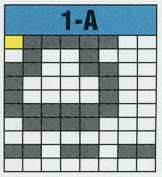
QUICK FLIP

Your Sword does little to deter the Spiny Beetles in room 6-F. Remember the hint you got in the Tail Cave: "Use your Shield to turn aside the Spiny ones." Flip the beetles with your Shield, then attack with the Sword. Defeat them, then go through the door in the upper right.



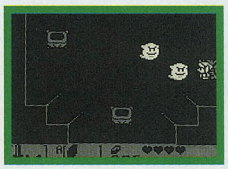


You can keep the Spiny Beetles at bay with your Sword, but you can't damage them without first flipping them over using your Shield.

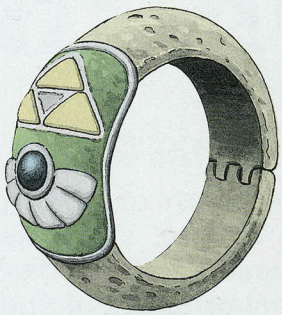


FRY THE BOO BUDDIES

Boo Buddies guard the Power Bracelet in 1-A. When you light the Lamps, you'll fry the Boos. Attack them with your Sword to defate them. Defeating them makes the Treasure Chest that holds the Power Bracelet appear.

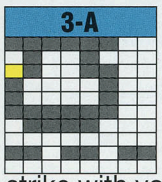


Open the Treasure Chest to get the Power Bracelet. You can use it to move pots and other heavy objects.



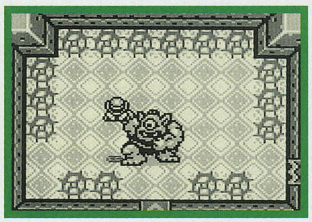
THE POWER BRACELET

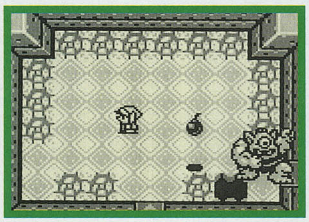
Use the Power Bracelet to enter many areas that were blocked before.

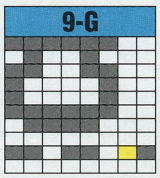


HINOX

The Hinox is a big Cyclops that will grab you and throw you across the room. Avoid his bombs, dash in and strike with your Sword, then run out of his range.

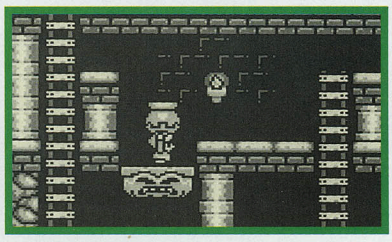




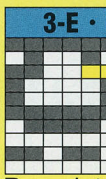


A VASE LIFT

Your weight alone isn't enough to make the platform here fall. Grab the large vase and carry it with you.

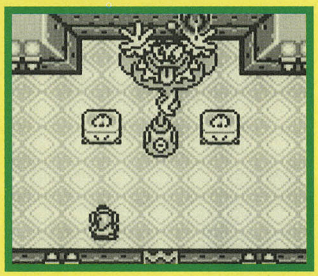


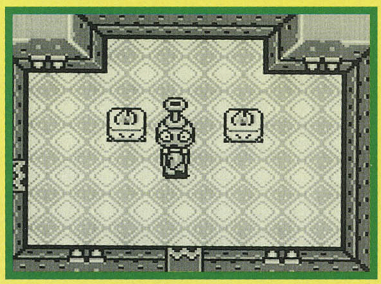
When you carry the vase onto the platform, it will make an angry face and begin to drop down to the stairs on the left. Climb the stairs to reach 4-F.

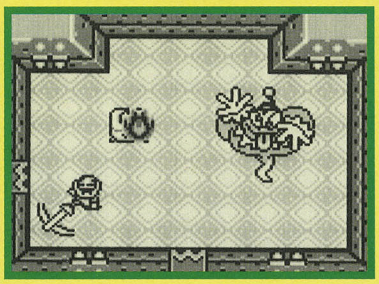


GROUND THE GENIE

The Genie emerges to shoot fireballs, then retreats to the safety of his Bottle. Avoid the fireballs, then use the Power Bracelet to pick the Bottle up and throw it against the wall when he retreats. The third throw will smash the Bottle. The Genie will get hopping mad and start a disappearing act. Strike him as he reappears.



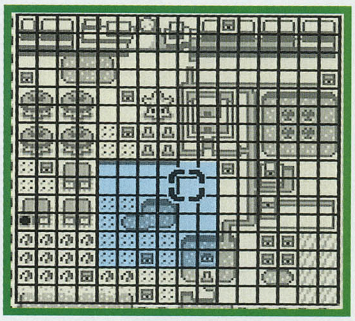




THE CONCH HORN

Defeat the Genie, then walk through the door on the left to get the Conch Horn, another of the Sirens' Instruments.

Ukuku Prairie

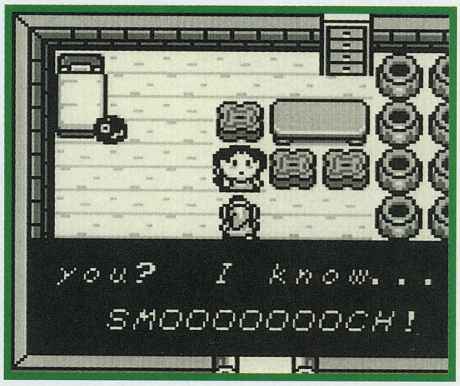


QUEST OF THE GOLDEN LEAVES

The next part of Link's journey will take you to the prairie east of Mabe Village. You must use the Power Bracelet to leave town, then head for Richard's Villa in the southern part of the prairie. He has a favor to ask of you.

MAKE MADAME MEOWMEOW'S DAY

After completing Level 2 and walking around with BowWow, return to Mabe Village and talk to Madame MeowMeow. She'll be so happy that she'll give you a big smooch. From then on, BowWow will be back in front of the house whenever you return to town.



Take BowWow back to Madame MeowMeow and earn her eternal thanks. She'll tie him up back out in front of her house and give you a big kiss.

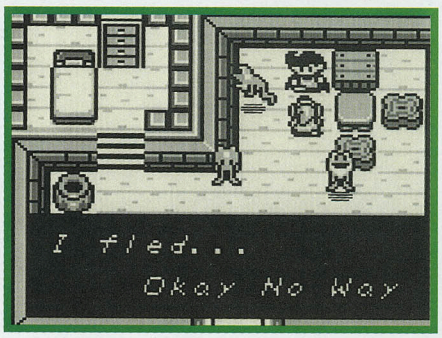
ROUTE CHECKLIST

After returning BowWow to Madame MeowMeow, equip the Power Bracelet and prepare to leave town. If you don't have the Bananas, go through the trading process at this point, trading the Yoshi Doll for the Ribbon, the Ribbon for the Dog Food and the Dog Food for the Bananas. Exit Mabe Village to the east, then head south to Richard's Villa.

RICHARD'S VILLA
Having been driven from Kanalet Castle, Richard has retreated to a simple villa to the south.

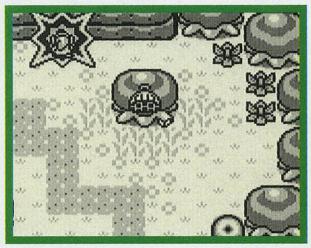
DO A FAVOR FOR RICHARD

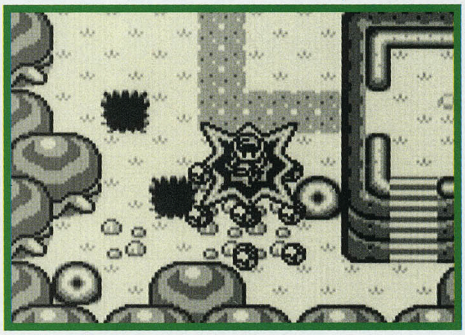
According to Richard, he once lived in Kanalet Castle, the grand palace north of his villa. Unruly servants and soldiers rose up against him and took over the Castle, driving him out. He doesn't seem to be all that bitter, considering that they've taken over his home, but he is peeved that they kept a special treasure: his five Golden Leaves. He implores you to go to the Castle and recover the stolen leaves for him. In return, he claims, he'll give you a Key that opens a nearby cave. It sounds like an offer you can't refuse.



BOMB BLASTS

A couple of well-placed Bombs will make getting around in Ukuku Prairie both easier and healthier. The giant stone Moblin head that blocks your way to the southern prairie can be taken out with a Bomb. When the way is clear, walk through the debris and use the steps to continue. There is also a wall north of the Moblin head that can be bombed. Look for irregularities in the stones to see where to place the Bomb. A Faerie resides inside.





Find the Faerie Spring, then blast the Moblin head out of your way so you can continue south to Richard's Villa.

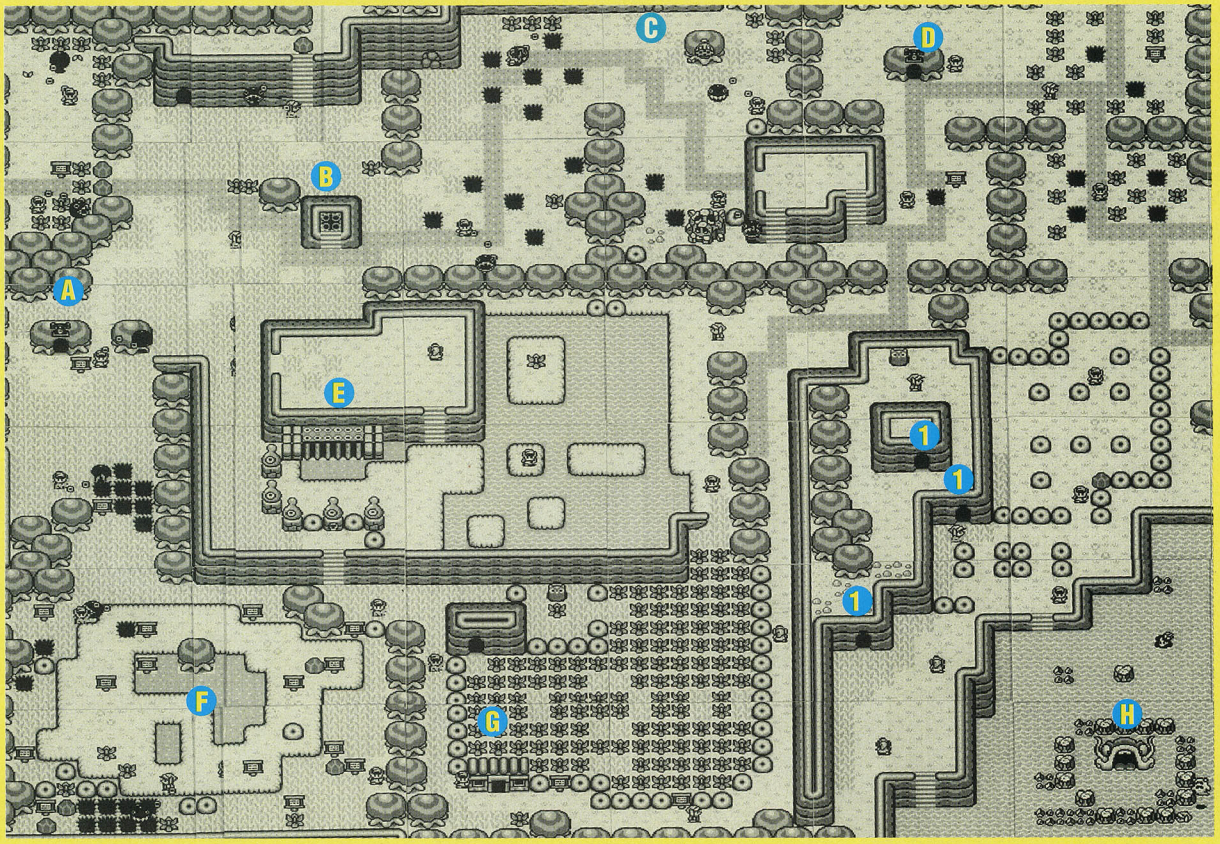
POINTS OF INTEREST IN UKUKU PRAIRIE

- A PHONE BOOTH
- B WARP
- C FAERIE SPRING
- D PHONE BOOTH
- E SLIME CAVE
- F SIGNPOST MAZE
- G RICHARD'S VILLA
- H CATFISH'S MAW

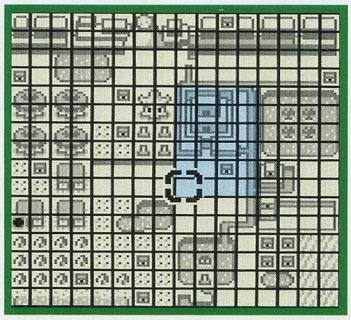
HIDDEN ROUTE
1 TO 1

ITEMS

A PIECE OF HEART
SLIME KEY

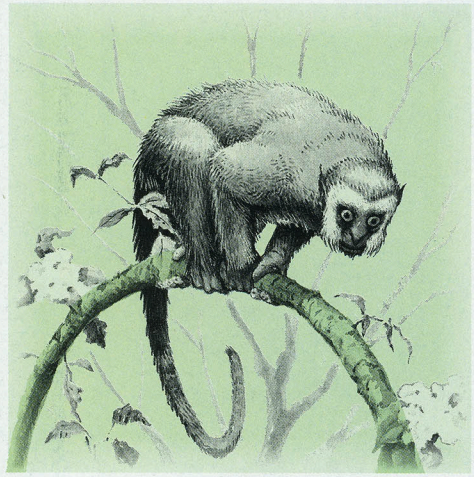


Kanalet Castle



THE LOST CASTLE

Richard's former Castle is now controlled by his servants and soldiers. It is definitely a hostile environment, especially for someone seeking the Golden Leaves. The main gate is locked, so you'll have to find some other way to enter.

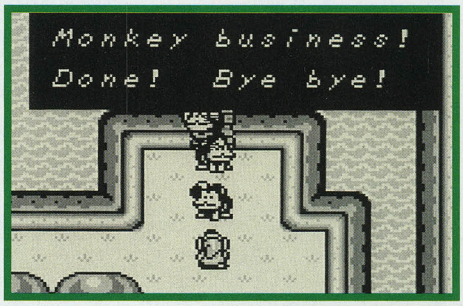


KIKI

Kiki hangs out near Kanalet Castle. He'll give you a hand if you give him some Bananas.

MONKEY BUSINESS

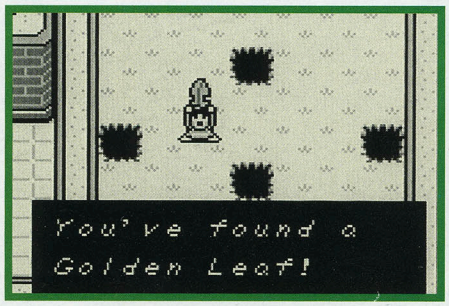
If you have no Bananas, go back to the beach to get some. You'll meet Kiki, the monkey, at the Castle's southeast corner. He's craving some Bananas, and if you give him the bunch you brought, he'll call his friends and tell them to repay you. The busy bunch will build a bridge right before your eyes. When the monkey business is finished, walk across, picking up the Stick left behind by the builders. Believe it or not, it'll be a hot trading item later on in the game. Walk up the right-side of the Castle and search for stairs under a bush. When you exit the stairs, start looking for Gold Leaves right away.

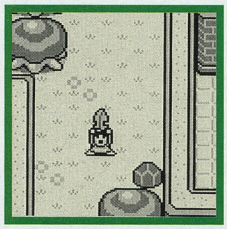


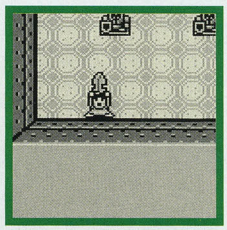
The monkeys will be very grateful when you give them your Bananas. They'll build a bridge over to the Castle grounds.

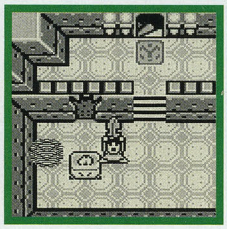
RAKE IN THE GOLDEN LEAVES

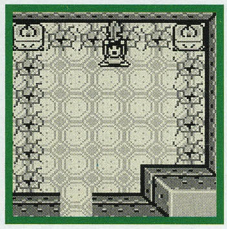
Two of the Golden Leaves are held by animals outside the Castle, but the rest are hidden inside. You must defeat the servants who have taken the leaves in order to get them.







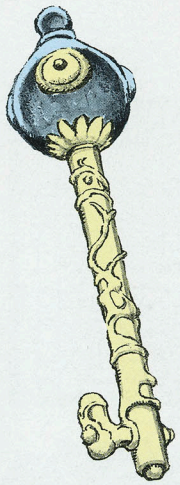




GOLDEN LEAVES

Richard's precious Golden Leaves are all being kept by different thieves. Defeat the thieves to find the leaves.

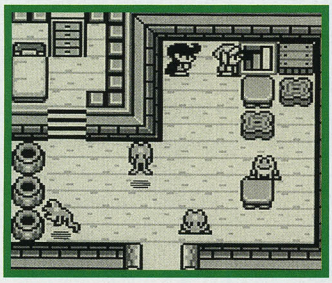
THE SLIME KEY: DIG IT

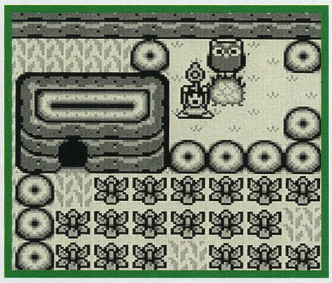


THE SLIME KEY

The Owl will give you a clue about how to find the Slime Key.

If you expect Richard to simply hand over the Slime Key when you return his Golden Leaves, you'll be disappointed. He has something a bit more sporting in mind. He'll step aside and show you a secret stairway that leads to the bushy field behind his house. You'll have to find the Key's hiding place on your own–with your Shovel. When you emerge from the secret passage, watch your step. There are holes under many of the bushes. Cut them down to find a safe path to the Owl statue in the north end of the field.

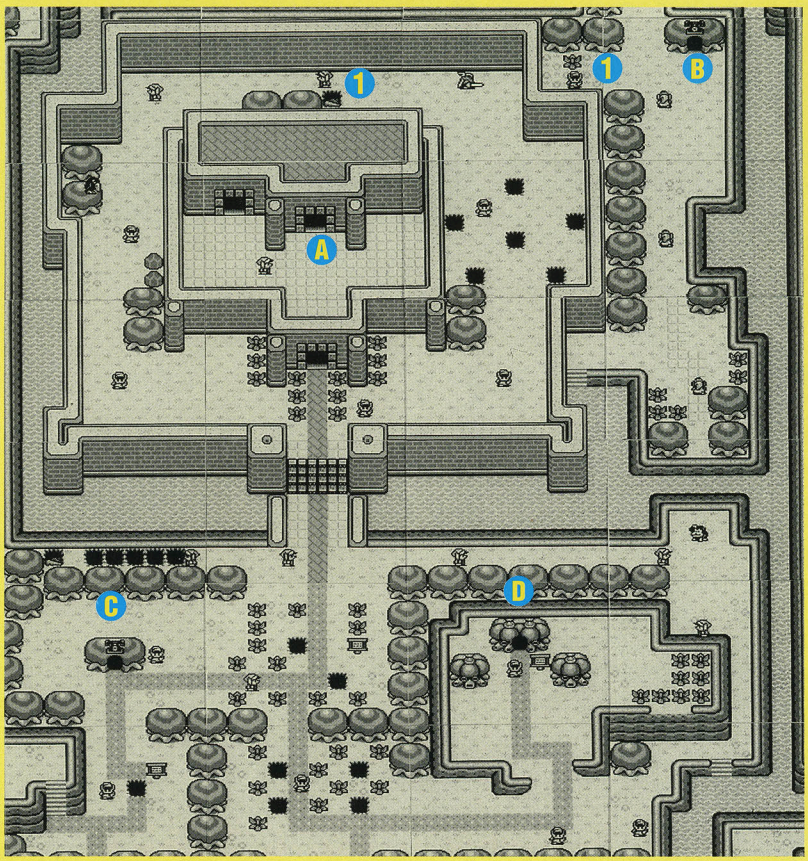




ROUTE CHECK-LIST

First, take the Bananas to Kiki near Kanalet Castle, then cross the bridge that the monkeys build and enter the Castle via the secret passage. Collect the Golden Leaves and take them back to Richard. Dig until you find the Slime Key.

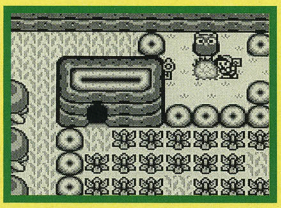
POINTS OF INTEREST IN AND AROUND KANALET CASTLE



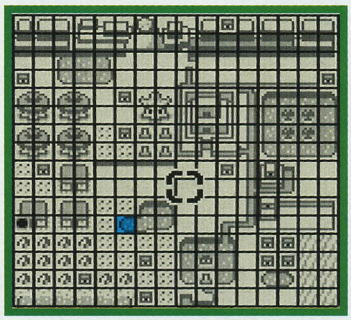
- A KANALET CASTLE
- B PHONE BOOTH
- C PHONE BOOTH
- D SEASHELL MANSION

HIDDEN ROUTE
1 TO 1

ITEMS
LEVEL 2 SWORD
PIECE OF HEART



Key Cavern

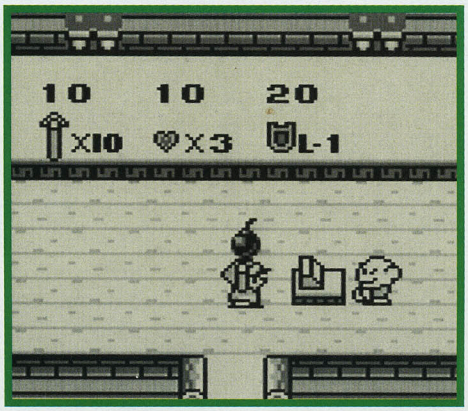


UNLOCK THE MYSTERIES OF THE KEY CAVERN

The key to the mysterious Key Cavern is the Pegasus Boots, but first you've got to get inside by using the Slime Key in the stone lock near the Pothole Field. When the entrance appears, circle back around to the narrow gap in the lake, then hop across.

MAD BOMBERS

For the first time in this adventure, Link must become a mad bomber as he explodes the myths of the Key Cavern. You'll be able to buy Bombs in the shop in Mabe Village once you've already purchased the Shovel. With the Shovel out of the way, the shopkeeper will replace it with Bombs and you can buy up to ten Bombs at a time and carry up to twenty total. You'll need all you can carry in the Key Cavern. Some Bombs will be used to blast holes through walls while others will help defeat inhabitants like the Dodongo Snakes.



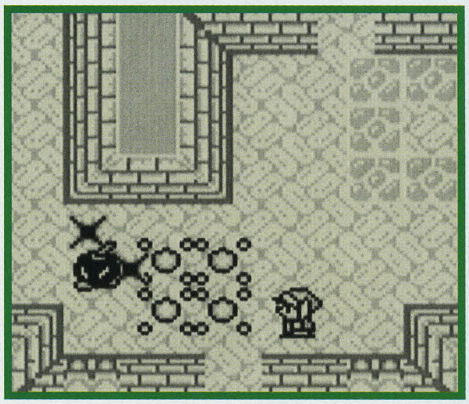
Stock up on Bombs in the shop in Mabe Village. You'll need all you can carry to make your way through the Key Cavern.

ROUTE CHECKLIST

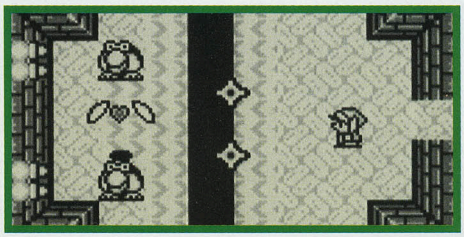
Break down the door with pots and locate the Small Keys. At the top of the Key Cavern you'll find the Compass Room. You can use a Bomb on the left wall to reach a hidden chamber. Now get the Pegasus Boots (2-G) and use the Boots and Feather to leap the gaps at 3-H and 2-H to reach the Nightmare Key. Use the Dash Attack against the stone in the secret passage.

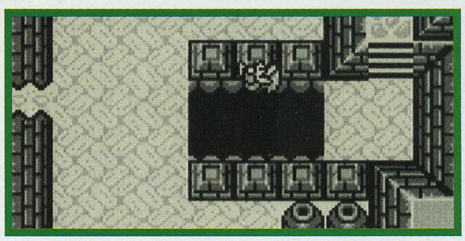
INSIDE THE KEY CAVERN

New enemies and new techniques will test your skill and cleverness inside the Key Cavern. Bombs will come in very handy, so make sure you bring some with you. Inside, you'll find the Pegasus Boots, with which you can use the Dash Attack and charge through certain obstacles. The Nightmare in this Level is a giant eyeball that splits in two, and the ultimate prize is the Sea Lily Bell. You'll learn to bust down doors and crash through crystals. You'll also have to leap over pits and fight creatures that vanish in a flash or explode in an instant.

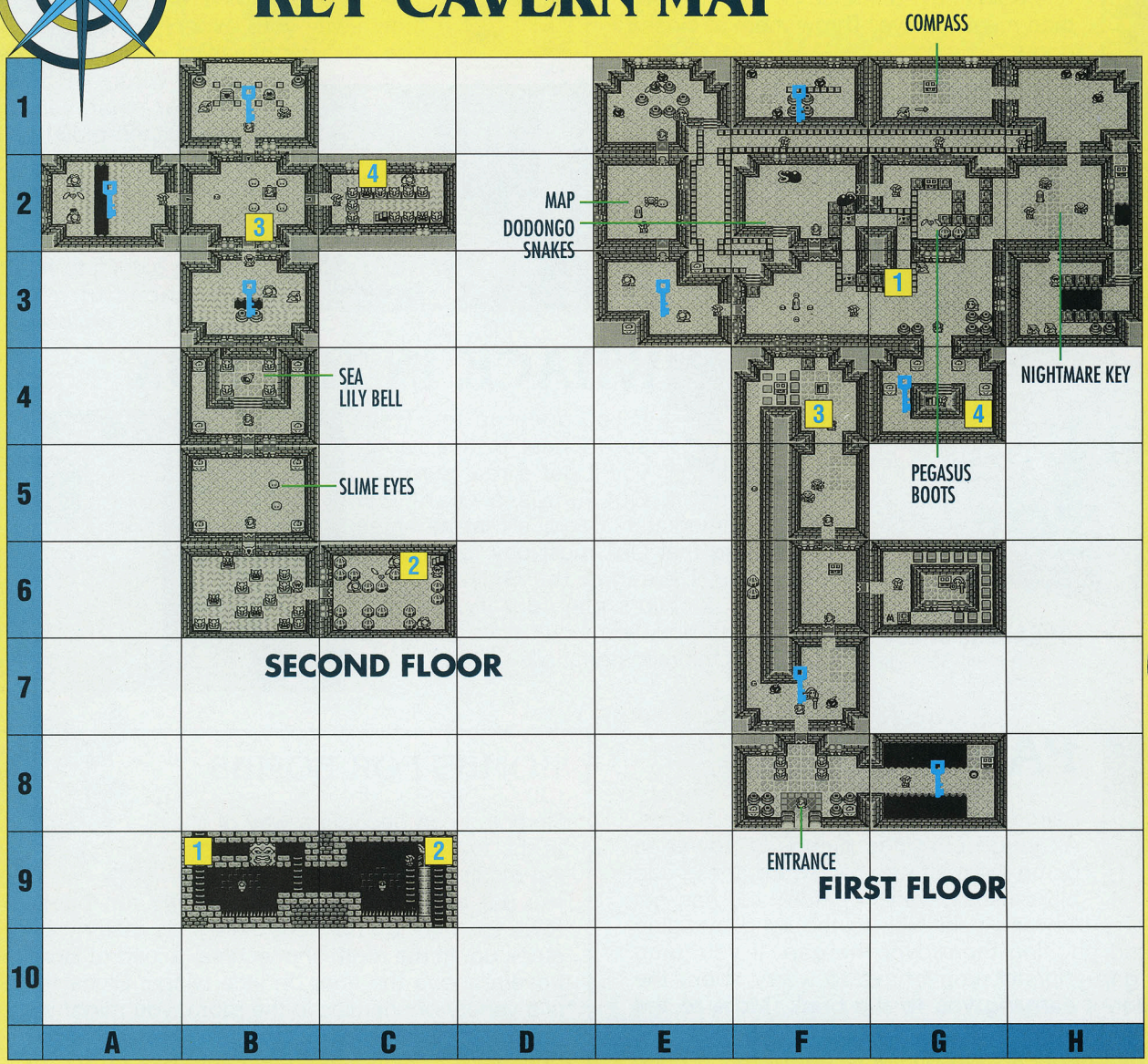


These Buzz Bombs go nuts after being hit. They bounce around for a few seconds, then blow themselves up...along with anyone who's unlucky enough to be nearby.



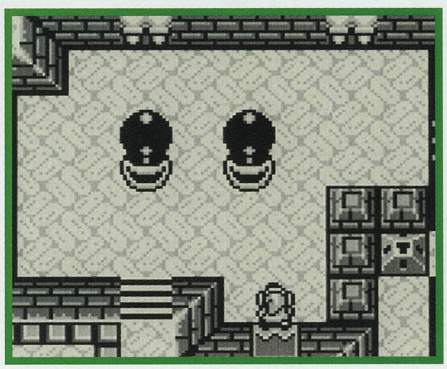


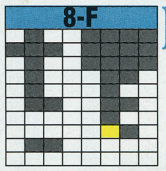
KEY CAVERN MAP



KEY CAVERN DATA

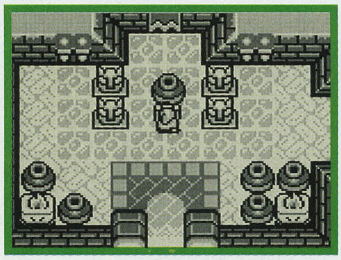
- 1UP SIDE FLOOR & 1BASEMENT
- 10 TREASURE BOXES
- 9 SMALL KEYS
- PEGASUS BOOTS & SEA LILY BELL
- DODONGO SNAKES

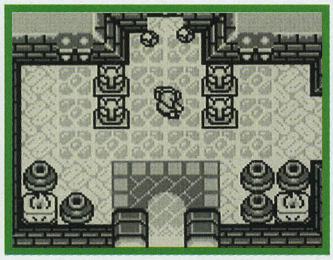


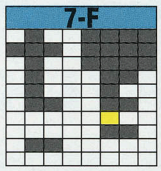


BREAK IN

The pots in the entrance have more uses than meet the eye. Throw them at closed doors.

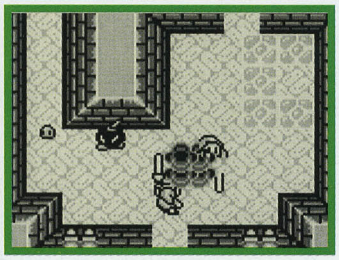


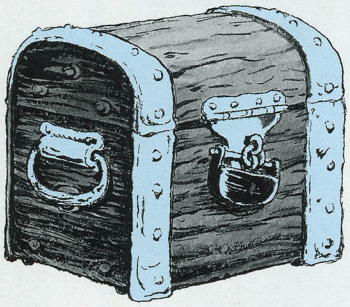




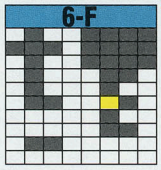
THE BUZZ

The Buzz Bombs are just one way to blow away your expectations. If you hit one of these sensitive creatures, they'll bounce wildly off walls, stones or whatever is in the way, then blow themselves to pieces. Once you set off a Buzz Bomb, squeeze Link into a doorway or narrow place between blocks to reduce his chances of getting caught in the explosion.



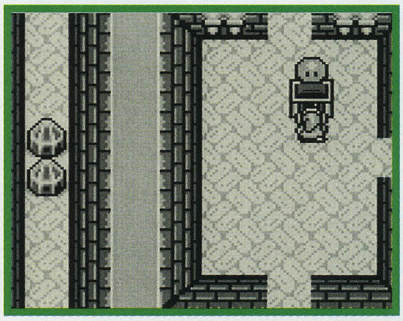


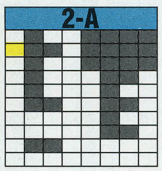
TREASURE CHEST
Open Treasure Chests to find valuable items.



WHACK IN THE BOX

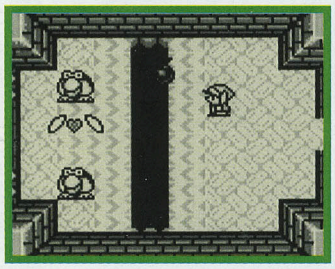
If you open up the Treasure Chest in this room, you'll get a real surprise. Out jumps a Giant Gel who immediately decides that he hates Link and that Link must pay for disturbing him. Defeating the Gel with your Sword is child's play, but if you don't open the box, you won't have to bother fighting the monster at all.

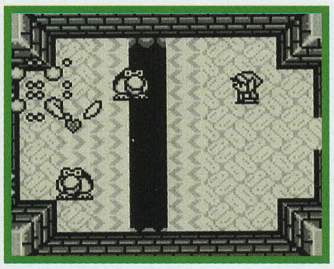




PAIRODDS

Pairodds always seem to appear in twos. Although Link has plenty of power to bump them off with his Sword, these odd birds usually vanish before you can get to them. Try throwing your luck to the wind by using Bombs and pitching them over the gap. If you jump over the gap yourself, you'll have to worry about the moving floors carrying you to the brink. More to the point, if you jump over the gap, the Pairodds will vanish in a flash and appear opposite you, out of reach once again. To throw a Bomb, first drop a Bomb, then pick it up like a rock and throw it toward the Pairodds.

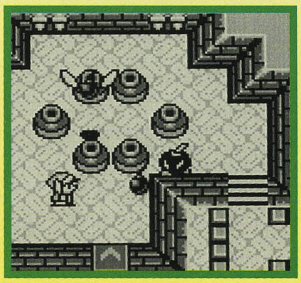


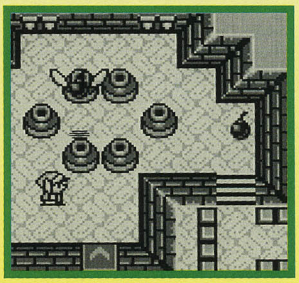


When the Pairodds appear in this room, don't leap over the gap to attack them. Instead, use your head and your Bombs. Drop a Bomb, pick it up, then throw it like a rock at the smug pair. They won't know what hit them.

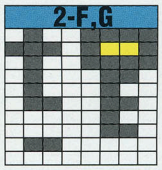
BOMBS FOR BOMBS

Bombing can become a way of life in the Key Cavern, and the practical result of that is that you'll soon run out of Bombs. You can always run back to town for more Bombs, but there's an easier way to stock up. In the room shown here, a load of Bombs hovers above the floor on little wings. Since there is a variety of enemies in the room, you might want to defeat them first. Then, open up the circle of pots, select the Feather, and jump up for the refill.



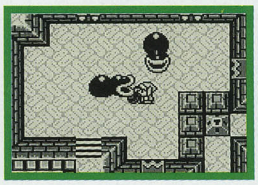


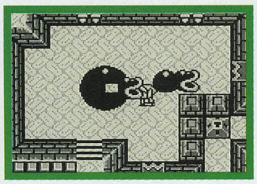
If you charge into this room intending to steal the Bombs unscathed, think again. The enemies, including the wildly unpredictable Buzz Bombs, will damage Link if you ignore them. Defeat them first, then jump for the piñata prize of Bombs.

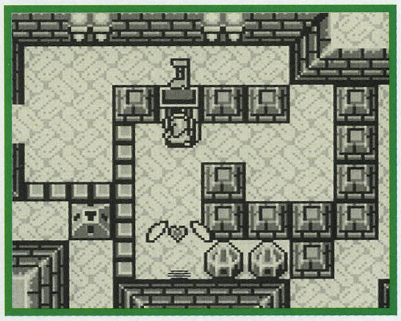


HUNGRY SNAKES

These snakes have a weakness for Bombs. If you drop a Bomb in front of one, it gobbles it up and the Bomb explodes in its belly. But one Bomb will only give it indigestion. Try three.



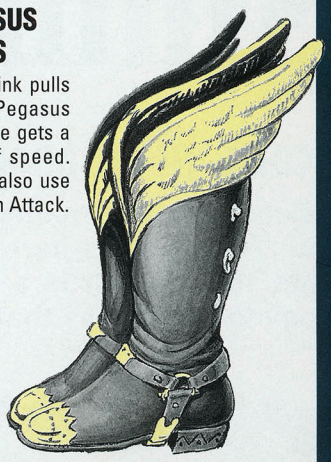


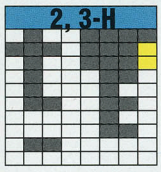


After defeating the snakes, go next door and push the blocks to reach the Pegasus Boots.

PEGASUS BOOTS

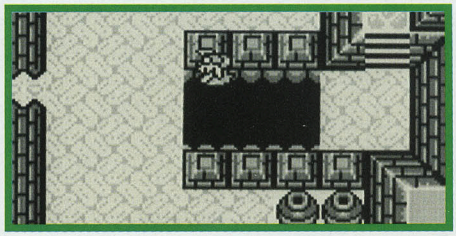
When Link pulls on the Pegasus Boots, he gets a burst of speed. He can also use the Dash Attack.

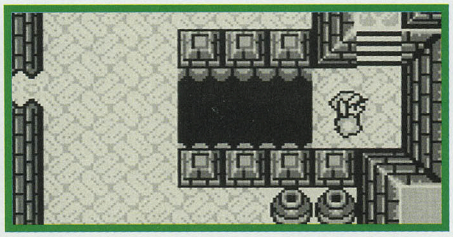


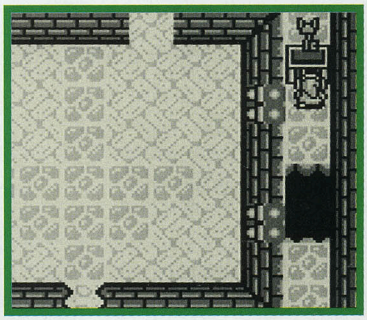


THE DASH JUMP

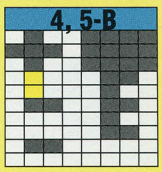
This area presents Link with a new problem. He can't jump over the wide hole in the floor with the Feather. But once he has the Pegasus Boots, he can take a running start to build up the momentum needed to carry him across the gap. Select both the Boots and Feather, dash toward the hole and jump at the edge. Link will sail across.





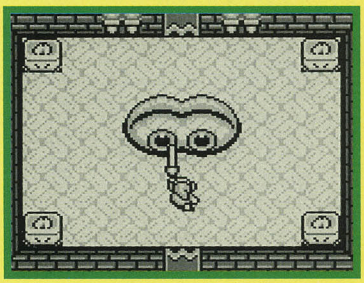


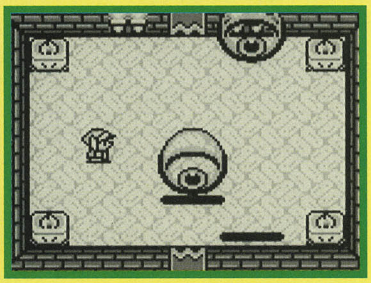
If you make it across the gap, go to the Treasure Chest where you'll find a prize worth the effort--the Nightmare Key that opens the door to the final challenge.

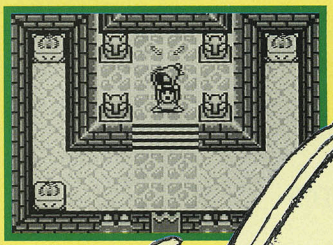


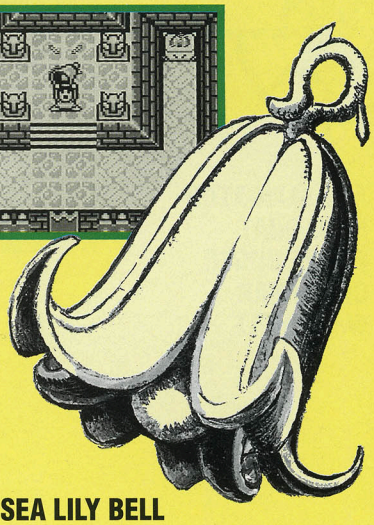
SLIME EYES

The Nightmare that lurks in the Key Cavern is called Slime Eyes. When you first enter the Nightmare's chamber, you won't see it anywhere because it's clinging to the ceiling. Use the Pegasus Boots to crash against the wall and make it appear. If you attack the single eye that appears, Slime Eyes will start to separate into two parts. That's a good sign for Link. Two lone eyes are no match for your heroic Sword. Following your victory, move on to claim the Sea Lily Bell.





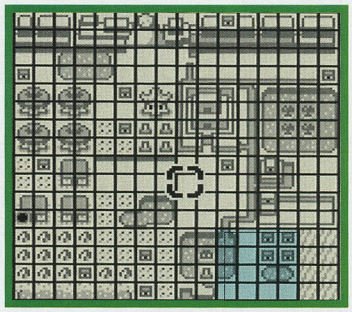




SEA LILY BELL

The enchanting tones of the Sea Lily Bell add to the symphonic sounds that will one day wake the Wind Fish. It is said that the Bell was wrought by mermaids.

Animal Village

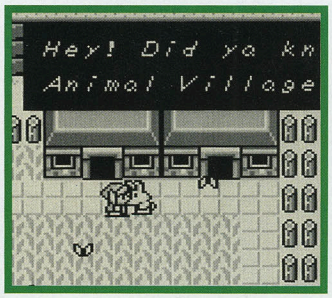


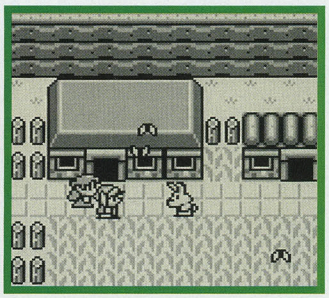
BECOME THE DR. DOOLITTLE OF KOHOLINT

Welcome to the magical Animal Village. What's so magical, you ask? The animals here all speak, and you should pay attention to what they say. It is a well known fact that magical animals will repay the kindness that humans show them.

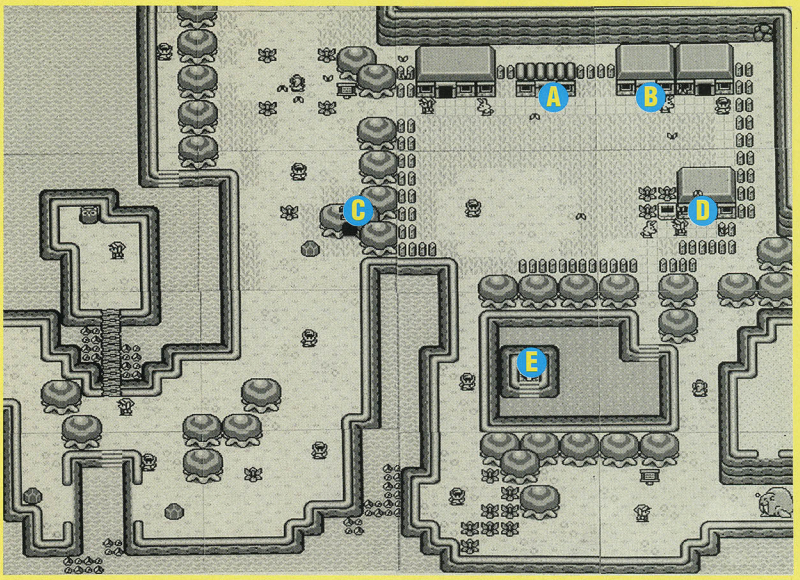
THE SINGER

One of the first things you should know about magical animals in any heroic quest is that they love music. Some say that it soothes their savage hearts while others maintain that animals just like to dance. Who's to say? But it will become clear that the animals have heard Marin's singing. It's practically all they can talk about. A shrewd adventurer might take advantage of this, return to Mabe Village and try to persuade the talented Marin to give a concert.





POINTS OF INTEREST FOR HEROES



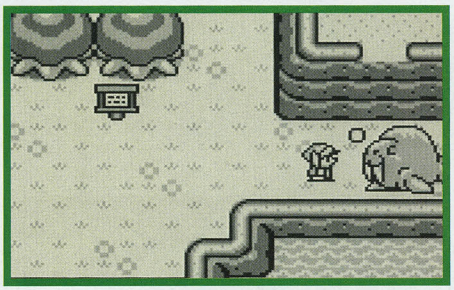
- A ART ALLIGATOR
- B MISS GOAT
- C PHONE BOOTH
- D CHEF BEAR
- E WARP HOLE

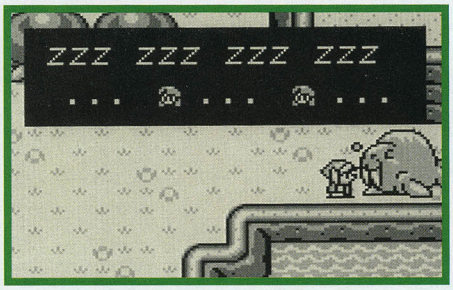
ITEMS

1 PIECE OF HEART

AN IMMOVABLE MAMMAL

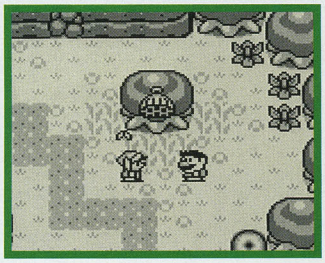
In the vicinity of Animal Village, you'll come upon a great blubbery mass snoring in the sunshine. Unfortunately, it is plopped smack in the middle of the path. Link can neither wake the walrus nor move him. Walrus snacks might work, but the store is all out of them. Hmm? You might need help.

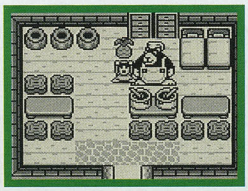


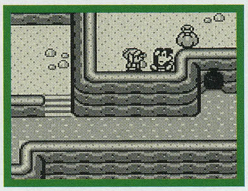


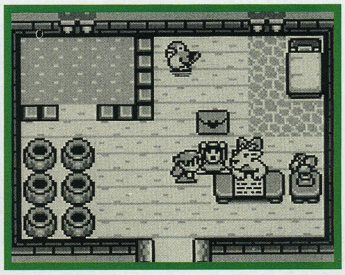
ONE GOOD TURN DESERVES...

One good turn deserves another, and it is particularly true in Animal Village. For instance, Chef Bear is concocting a delicacy that requires honey, but she has none. If only you could find, say, a beehive, you might be able to help. As a reward, she might give you a pineapple--just the sort of thing to save a starving mountaineer who in turn might happen to have a blossom that a letter-writing goat might need. It's funny how one thing leads to another.





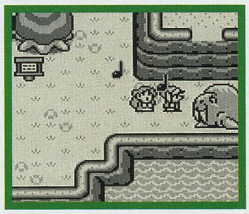


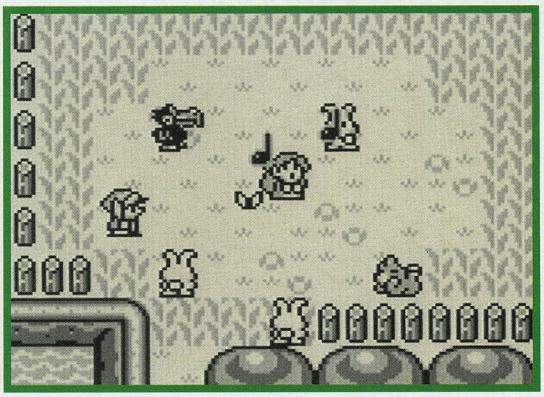


Adventurers often trade for items so they can travel light. If someone says they would like something, you can bet that they'll reward you if you provide it.

THE POWER OF SONG

It isn't always easy piecing together the puzzles of Koholint Island. The problem with the snoozing walrus, for instance--what can Link do? Perhaps he needs a helping hand, or a helping voice that can wake up the beast. Could Marin help? If you follow this line of reasoning, you'll have to return to find Marin and, if you do, you won't find her in the village. You might check near the seashore, one of her favorite places, then lead her back to the walrus.

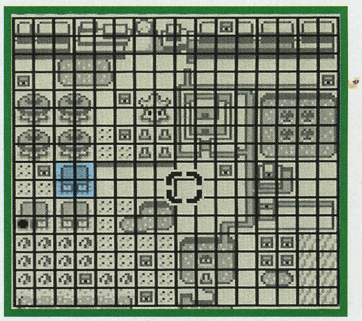




ROUTE CHECK-LIST

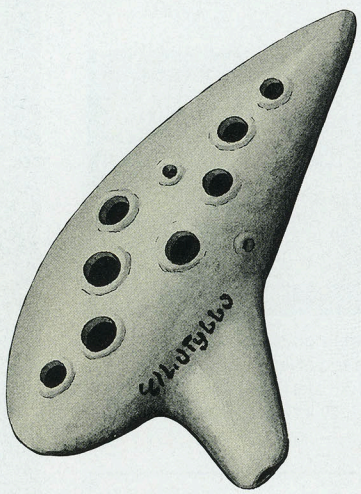
If you knock the Bee Hive out of the tree, Chef Bear might trade you a Pineapple, just the thing for a starving mountaineer. He has nothing of value except a hibiscus--Miss Goat's favorite blossom. Then you can deliver her letter to Mr.White.

Dream Shrine



A PLACE OF DREAMS AND RICHES

Near Mabe Village is a lonely house guarded by stones. Once you have the Bracelet you can enter, but not until you have the Pegasus Boots can you claim the ultimate prize of the Dream Shrine. Inside the Shrine, you'll be transported.

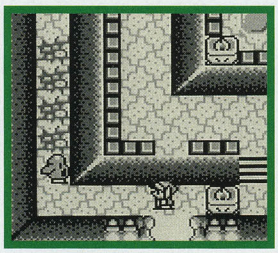


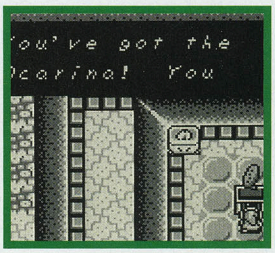
THE OCARINA

The Ocarina is different from the other instruments you collect because you can play it whenever you wish. Even better, the songs you play will help you.

THE OCARINA

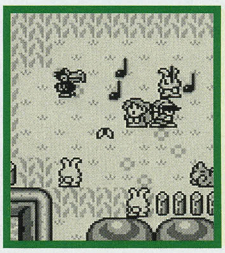
The great prize in the Dream Shrine is a musical instrument called the Ocarina, but it is guarded by Mimics and cracked floors. Once you have the Pegasus Boots, use your Dash Attack to mow down the Mimics and reach the Ocarina.

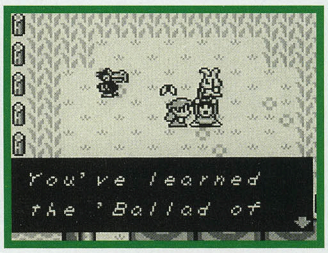




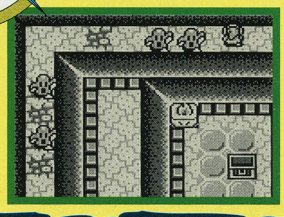
SONGS THAT WORK

The power of music may surprise some adventurers, but in Koholint, it is one of the most powerful forces available to you. With the Ocarina, you can create music if the local songsters teach you their magical tunes. Search out the three tunes you'll need.

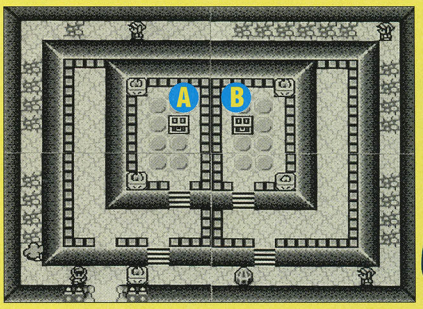




ITEMS IN THE DREAM SHRINE



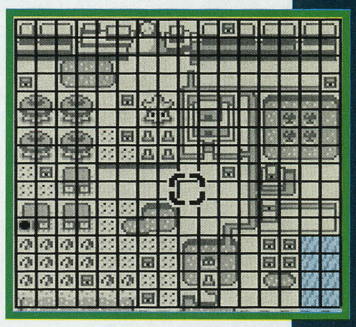
Ⓐ OCARINA
Ⓑ 100 RUPEES



ITEMS

OCARINA

Yarna Desert

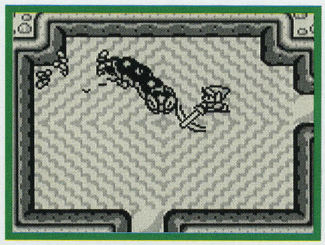


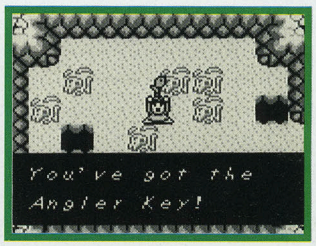
THE SANDS OF YARNA

In the far southeast near the Face Shrine and beyond the walrus, you will find a land of blazing sun and sifting sands where no hero has set foot in ages. You have come here not for a heroic tan, but to win the Angler's Key from a fearsome monster.

THE LANMOLA

If you have gone adventuring with Link before, you may recall a creature called the Lanmola. In Koholint, the Lanmola lives in the desert, appearing only to attack enemies like Link. Refer to the prophetic words of the Hyrulean Heroes Journal: when in doubt, smite thy foe on the noggin! When you defeat this beast, the Angler's Key drops into the sand. Jump into the sand whirlpool to claim the Key.





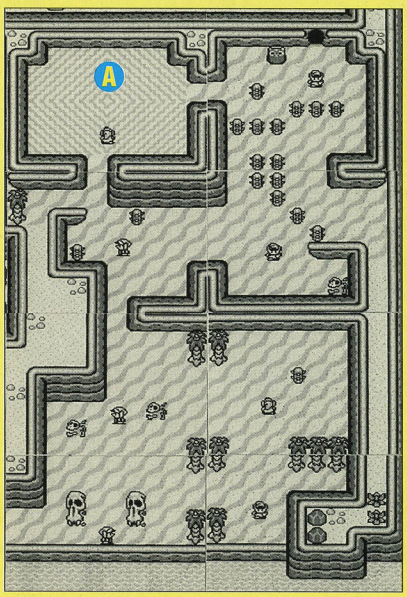
ANGLER'S KEY

This oddly shaped key will open up the secrets of the Angler's Cave.

ROUTE CHECKLIST

First, battle the Lanmola. A leading monster historian suggests donning the Feather so you can avoid the sucking sands. After your victory, grap the Angler's Key, then search for the Piece of Heart.

ADVENTURER'S MAP

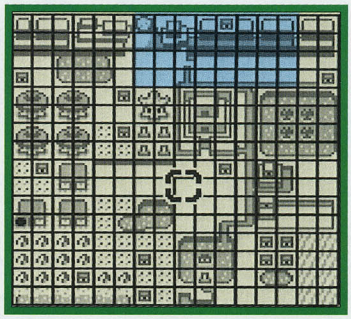


A LANMOLA

ITEMS

ANGLER'S KEY
1 PIECE OF HEART

Tal Tal Heights & Mount Tamaranch

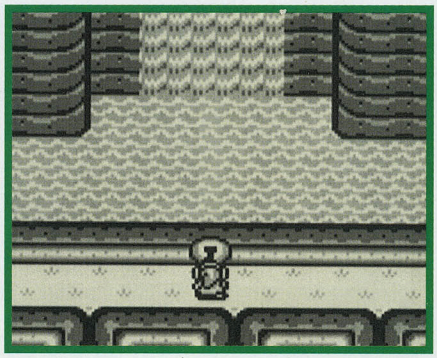


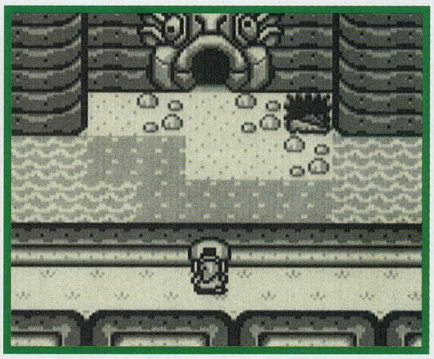
CRACKING THE MYSTERIES OF THE HEIGHTS

The rugged mountains of the island conceal nameless terrors and rewards. You will face the final challenge and meet the Wind Fish high atop Mount Tamaranch, but you must journey here long before that time.

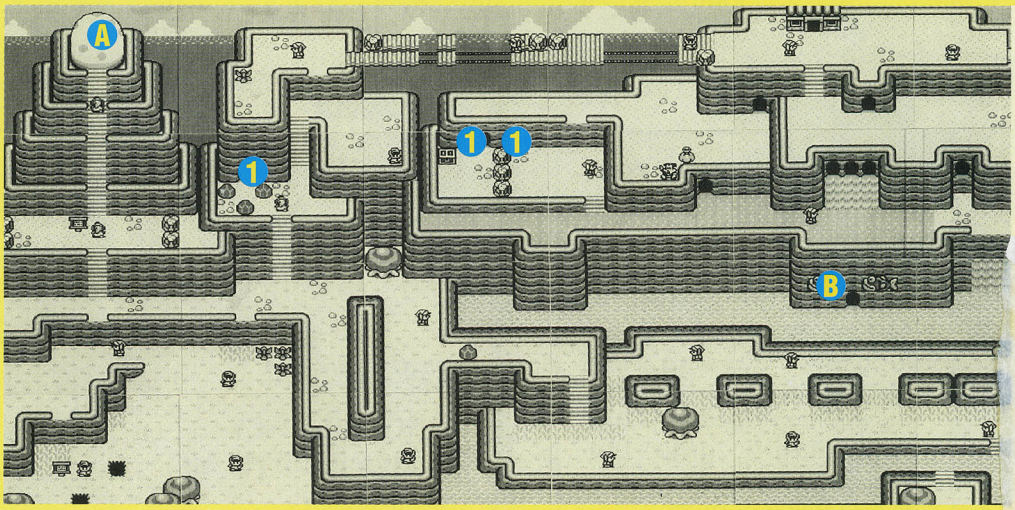
THE LOCK IN THE ROCK

At the base of the mountains, along a path that borders the river, you'll find what appears to be a keyhole in the rock ledge. After attempting to unlock it with your sword like any good hero, you might try an alternate approach. Use the Angler's Key that you won from the Lanmola. As soon as you do, a magical transformation will take place before your very eyes. Could this be the lost entrance to the cave? It sure could, but how do you get there?





POINTS OF INTEREST IN TAL TAL HEIGHTS



A WIND FISH'S EGG
B MANBO
C WARP
D RAFT RIDE

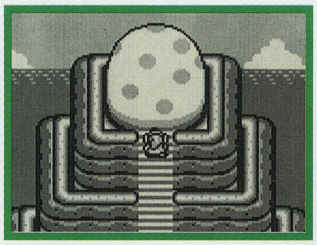
HIDDEN ROUTE FROM 1 TO 1 TO 1

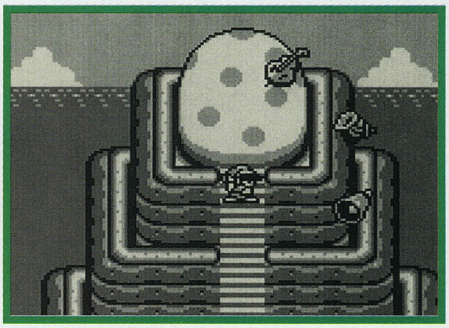
ITEMS

2 PIECES OF HEART
MANBO'S SONG

THE SONG OF ENTRY

What do you do with an egg the size of a building? You certainly don't cook it, and if you got it to hatch, you'd probably be sorry that you did. In magical places like Koholint, it's always better to plunge into something and check it out from the inside. Since this egg has no door, you'll have to crack it some other way. Perhaps your musical experience with the sleeping walrus will suggest a method.

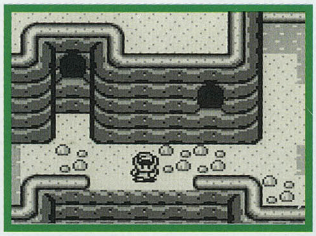


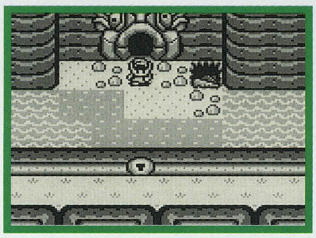


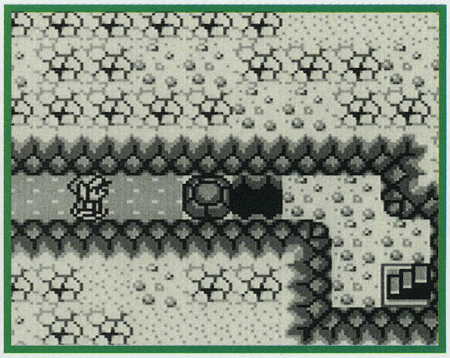
Use the Ocarina on the mountain. Although you won't get into the egg yet, something else may happen.

BLIND LEAP

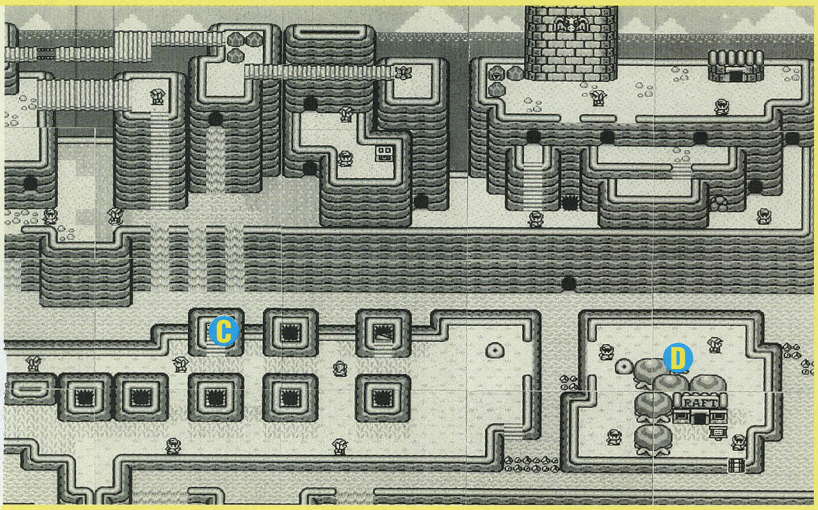
There's only one way to reach the entrance to Angler's Cave, and that's from above. You'll have to climb the heights, venture through caves, brave mountain ledges and finally reach the cliff high above the entrance to the Cave. Then, with your life flashing before your eyes, you must step out into thin air and prove Newton's Theory of Gravity in a very personal sense. Luckily, Link is made of tougher stuff than mere mortals. You're now ready to enter.

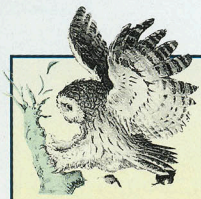






From a dizzying point on the Tal Tal Heights, Link must leap down to the Cave's entrance.

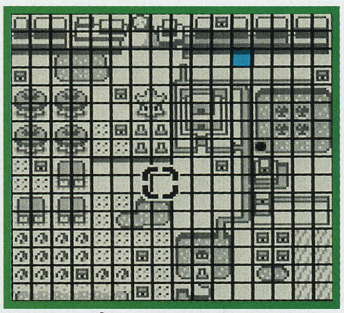




ROUTE CHECKLIST

To reach the cliff where Link jumps to the Angler's Cave entrance, head left from the keyhole until you find the stairs. Go up the stairs and continue left. Remove the rock in the path and look for another set of stairs and enter the first cave where you'll have to push some stones around on cracked floors. In the cave with crystal blocks, use the Pegasus Boots to charge through them and take the second exit. Outside again, head to the right where you'll find the ledge-that's where you jump.

Angler's Cave

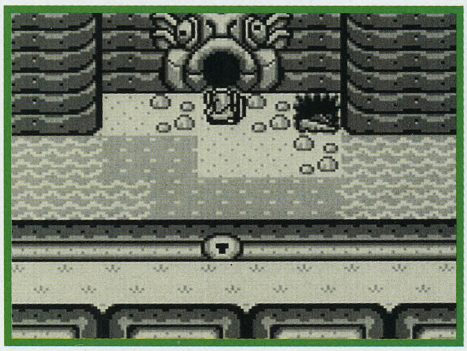


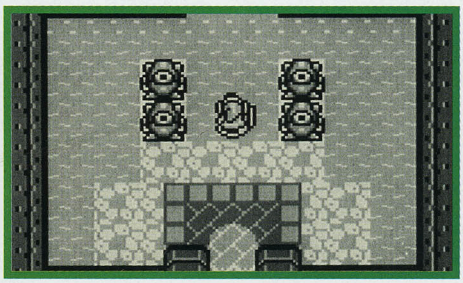
A VOYAGE INTO WETNESS

Link's journey now takes him into a cavern beneath the mountains where he'll have to master a new skill--swimming. The cavern contains pools where you must hold your breath, and sometimes fight underwater to survive. In the end, you'll face the giant Angler Fish that guards the Harp.

INTO THE CAVERN

Reaching the Angler's Cave won't be easy. After unlocking the entrance on the far side of the river, you'll have to climb into the mountains and pass through dangerous tunnels to reach the ledge where Link can jump down to the cave's mouth. In some of those tunnels, you'll encounter eight-sided crystals blocking the path. Use your Dash Attack to break through the obstacles.

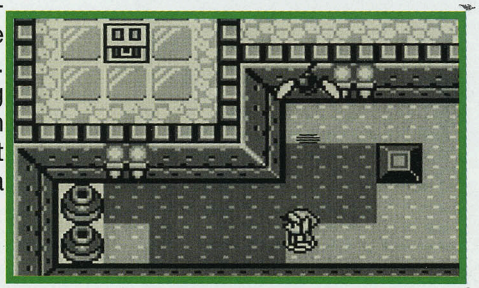


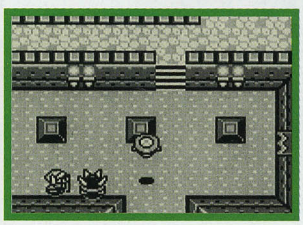


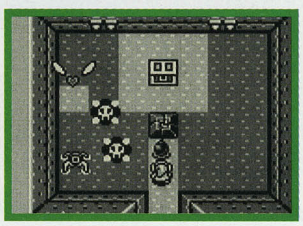
Jump from the top of the cliff to reach the entrance to the Angler's Cave.

DOMAIN OF A NIGHTMARE FISH

A hero must learn many skills on his or her quest, including the ability to swim above and below water. Somewhere in the Angler's Cave, a pair of diver's Flippers has been hidden. Finding them will be one of your first tasks. You'll also face new challenges from enemies like the Porcupod with its wicked spines. Prepare yourself, as well, for puzzling new phenomenon like the room with flashing tiles and a mini-boss that charges around chamber like it's in a demolition derby racer.



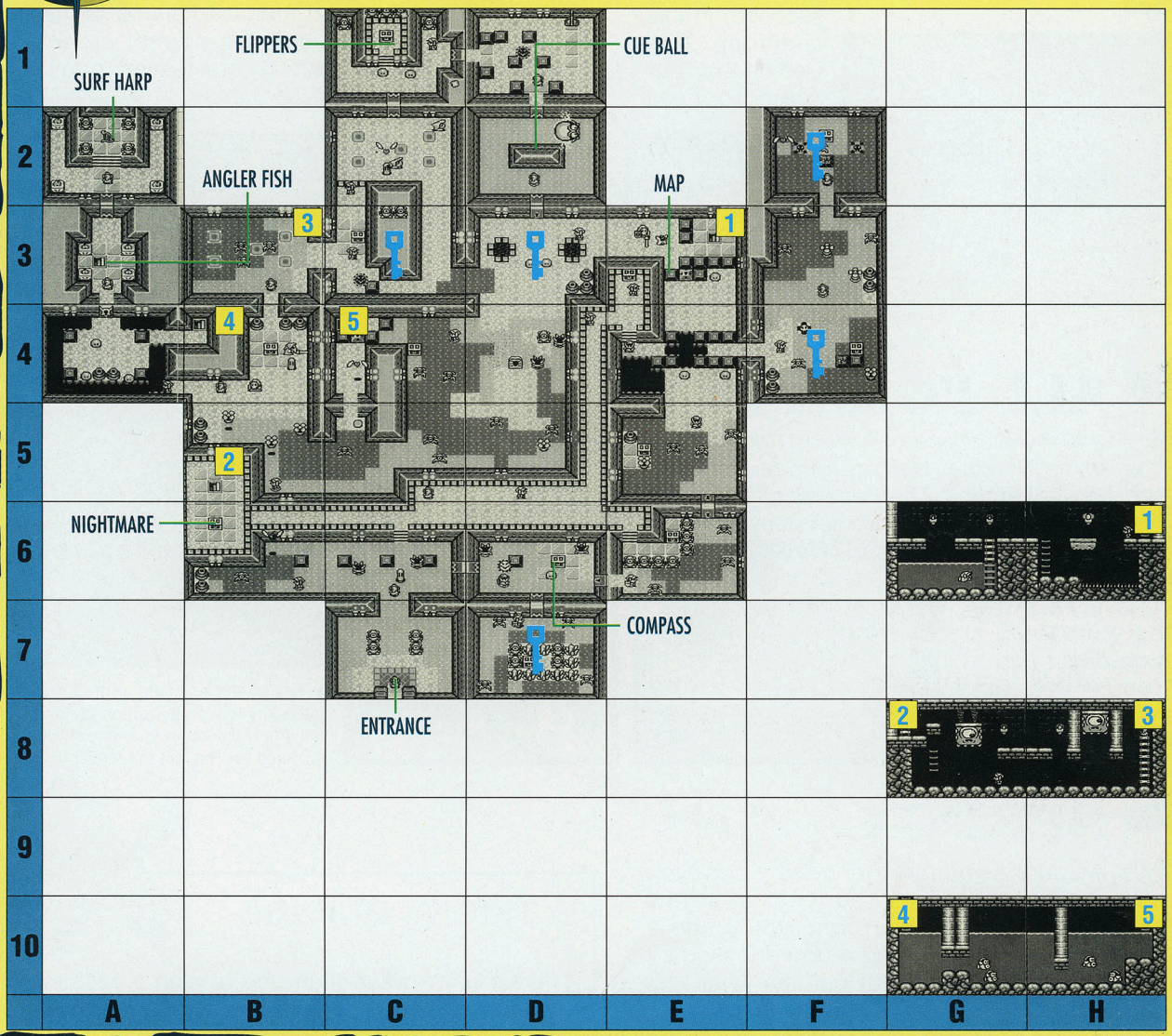




ROUTE CHECKLIST

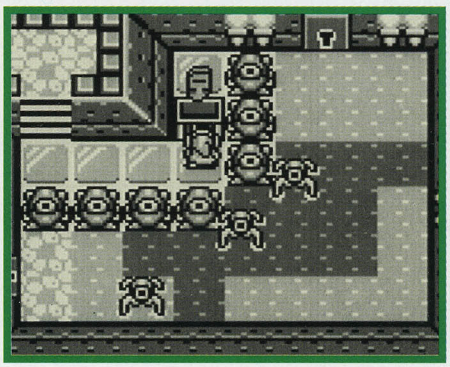
Head for the Compass in room 7-D, then go to the Map in 3-E. The Cue Ball must be defeated before the Level Warp appears, then move on to the room with the Flippers. In 3-B, activate the Flashing Tiles in the proper sequence then look for the Nightmare Key in 6-B. Finally, do battle with the Angler Fish to win the Surf Harp.

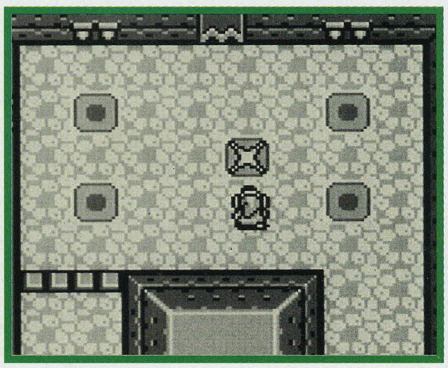
ANGLER'S CAVE MAP

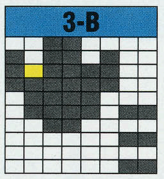


ANGLER'S CAVE DATA

- 1 FLOOR
- 12 TREASURE CHESTS
- 5 KEYS
- FLIPPERS & HARP
- CUE BALL

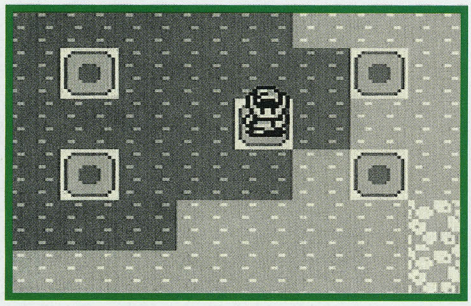


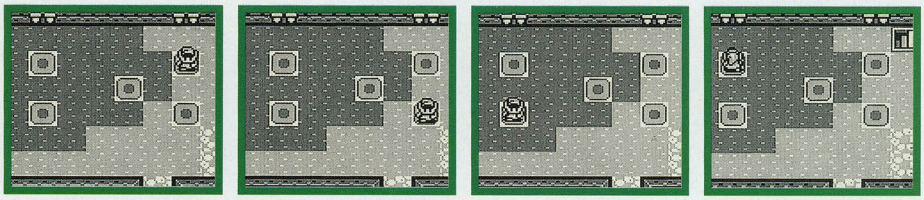


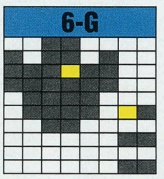


A FLASH OF INSIGHT

The cunning of the Nightmares knows no bounds. As a stalwart hero of justice, you must be just as cunning if you hope to succeed. In this chamber, five tiles on the floor seem to hold the key to the room. To get through this room, you must figure out the five step sequence of flashing tiles. One of the five tiles will flash if you step on it. Walk around until you find it. Now try to find the next tile that flashes. The tiles flash only if touched in the correct order. Don't despair, even if you have to start over many times before learning the correct sequence.

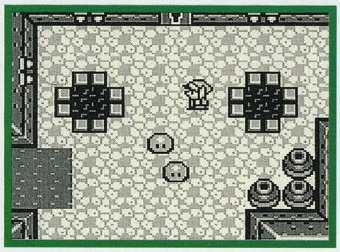


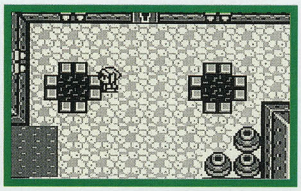


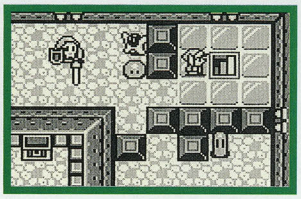


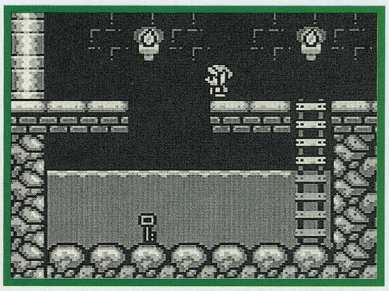
ALL FOR A KEY

Link revealed one of his best techniques to the Hyrulian Hero's Journal after his first adventure, The Legend of Zelda. "I often had to defeat all the monsters in a room to find a treasure or key." Take these words to heart in this area. After destroying your foes, a key will drop down into a hole. If you have the Flippers, you can retrieve it from the pond.





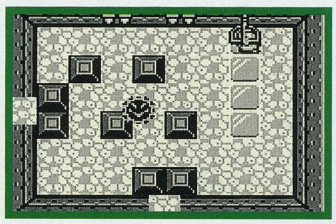




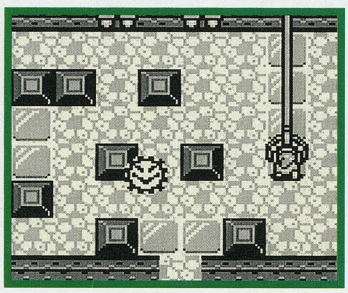
Defeat all the enemies in the areas shown and a key will appear, then fall into a hole. You'll find the key if you go downstairs, but you need the Flippers to recover it.

SPRINT!

As an adventurer in a weird world, you must be forever ready to try new techniques. In this room, you'll find a lever on one side and a door blocked by two stones on the other. When you pull the lever, the blocks separate, but as soon as you release the lever, the blocks start sliding together. In this case, it's better to use your feet than your head. If you pull the lever all the way out, you'll have just enough time to sprint across the room and duck between the blocks before they close.

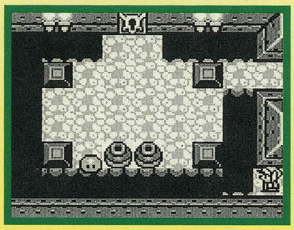


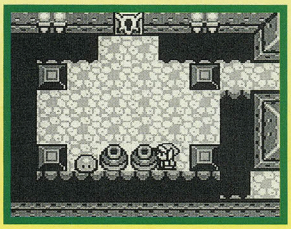
Pull the lever, then sprint across the room between the two blocks.

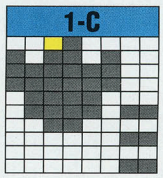


A TRICKY QUICKIE

There's more ways than one to skin a Moblin. In this instance, Link can take a shortcut to the Nightmare's door. Stand on the platform in the lower right-hand corner of the room and select both the Feather and Pegasus Boots. Now Dash and Jump almost simultaneously. When Link is still in the air, press the Control Pad Up and you'll land on the main floor.

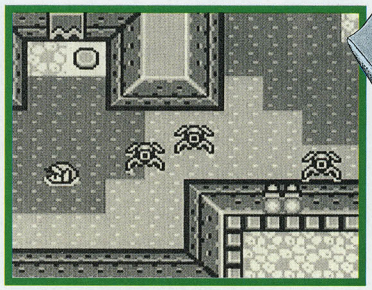






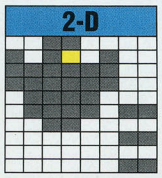
SWIMMINGLY

Once you have the Flippers in hand, or on foot, Link can explore all sorts of areas that were previously off limits. You can swim in the deep water (the dark areas) and even dive under the surface by pushing the B Button. Use this technique here in the Angler's Cave, but also in the rivers, bays and lakes of the outside world. By diving, you can discover hidden items in the water.



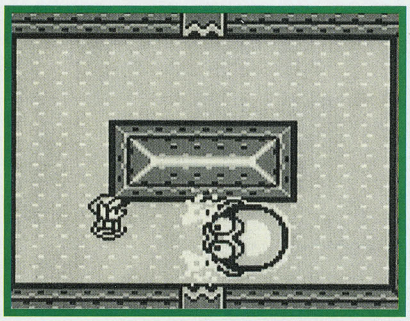
FLIPPERS

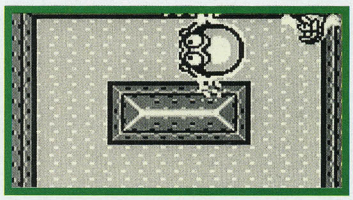
The Flippers allow you to swim and explore deep water.

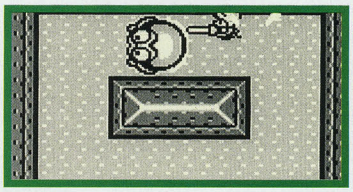


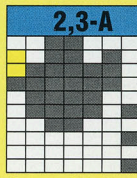
ROUND AND ROUND

The bizarre Cue Ball creature looks like a real challenge when you first stumble into its lair, but on closer examination, it is a real wimp. The trick is to stay close to the stone divider in the middle of the room and wallop the monster on its backside when it passes. The Cue Ball will freak out and reverse direction, allowing you plenty of chances to hit it again and defeat it. If only all the mini-bosses were this easy, Link could retire.



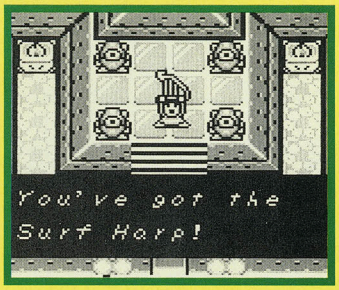


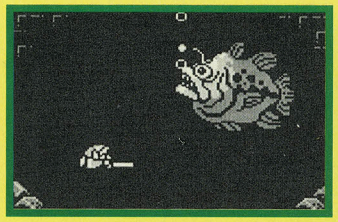




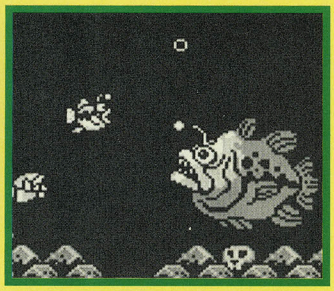
GONE FISHING

The final challenge in the Angler's Cave is the Angler Fish, a giant fish with a glowing tentacle on its head. Traditional methods of fishing won't pay off here. First, Link doesn't have any worms, and second, you have to dive into the drink with the Angler. Stay left of center and go nuts with your sword when the glowing feeler is in reach. You might take a few hits, but no pain no gain. Afterwards, you'll pick up the Harp.





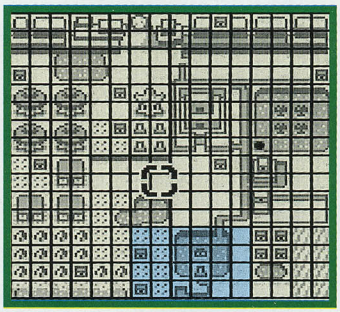
Attack the fish's glowing limb from the left as fast as possible.



SURF HARP

The ethereal melodies required to wake the Wind Fish can be strummed on this exquisite Harp. Its strings are made of the finest sea gold.

Martha's Bay

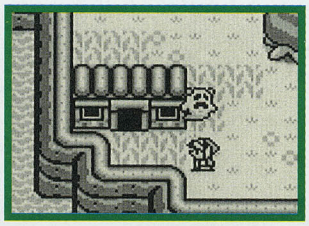


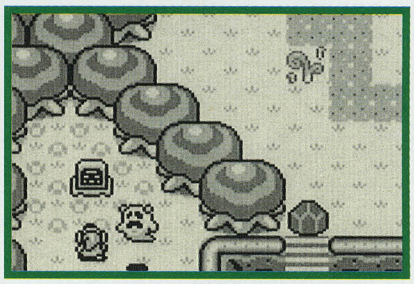
GHOSTS AND OTHER APPEARANCES

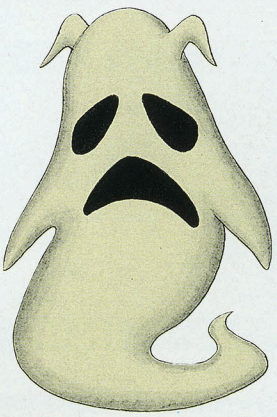
The Martha's Bay region of Koholint along the south shore of the island contains many oddities, from mermaids to ghosts. Remember the hero's credo: I promise to help the helpless and smite everything else with my massive sword until it goes away. As always, leave no stone unturned.

TAKE ME HOME

There's nothing quite so pathetic as a ghost who has lost its way. As a practical result, instead of haunting its own house, it haunts Link when he shows up near the Bay. Since the ghost is already dead, there's no point trying to get rid of it through heroic combat. You'll just have to put up with the whiny apparition until you show it a place where it will be happy, and quiet. The ghost will give you enough clues to lay it to rest in the proper place.





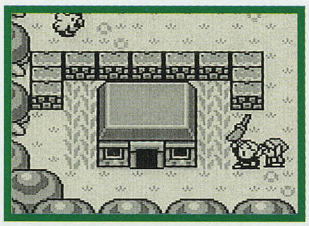


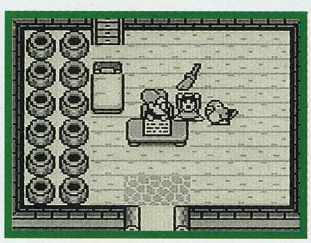
GHOST

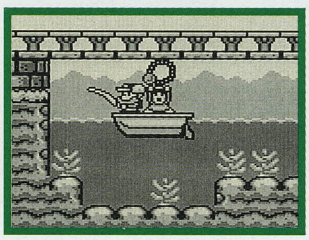
The obnoxious ghost won't be happy until you guide it home. If you don't, it will haunt you forever.

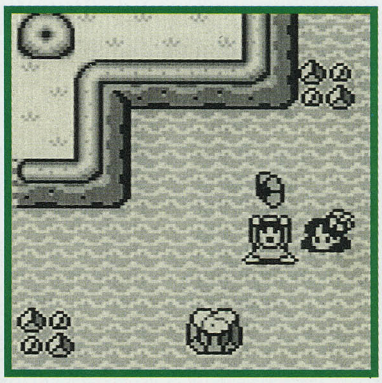
FISH TALES AND MERMAID SCALES

If you are like most bold adventurers, the first thing you'll do when you reach Martha's Bay is jump in. There are many dangers, some of which can be avoided by diving, but there's also a mermaid out there who needs her necklace. Mermaid's have a thing for neckwear, and this mermaid foolishly lost her pearls. Now if you had a fishing pole, maybe you, or someone else, could snag the necklace and reel it in. In fact, word has it that there is a fisherman in these parts, but he's lost his hook. If only someone could give you a hook, but what would you trade for it? A Broom, perhaps?





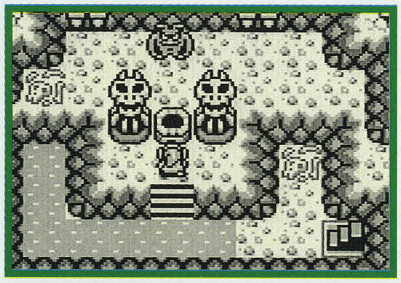


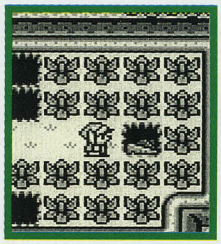


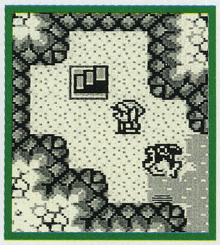
The object of this trading sequence is to get the Mermaid's scale for the statue near Martha's Bay.

A STRANGE ENCOUNTER

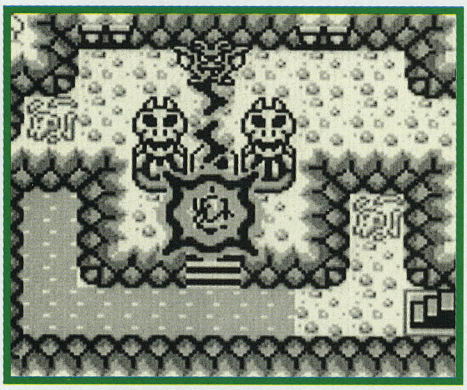
Heroes who have survived the toils of The Legend of Zelda: A Link To The Past may remember this creature's cousin. The bat-like gnome is just as rude as before, but also just as helpful. He has a great store of Powder, Arrows and Bombs and he can increase Link's holding capacity. Take the secret route from the field of bushes.







The Mad Batter will give you Powder and increase the number of Bombs or Arrows you can hold.



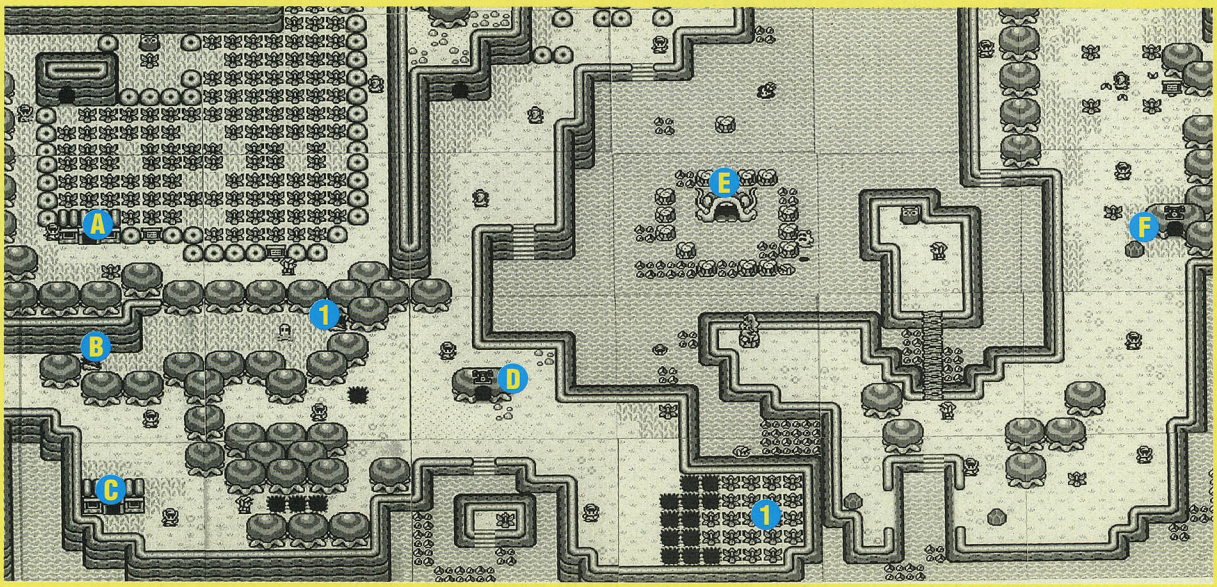
ROUTE CHECK-LIST

Take the Ghost where it wants to go, then trade Mr.Write's Broom for Grandma Ulrira's Fish Hook. Trade the Hook for the Necklace, then give it to Martha in exchange for a Scale. Take the Scale to the Statue to get the Magnifying Glass. Find the Goriya at Toronbo Shores and trade for the Boomerang.

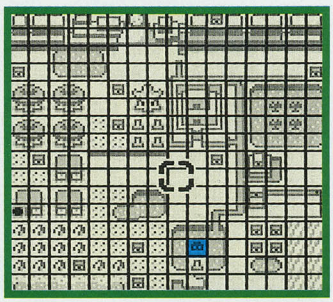
POINTS OF INTEREST FOR HEROES

- A RICHARD'S VILLA
- B THE MAD BATTER
- C GHOST'S HOUSE
- D TELEPHONE BOOTH
- E CATFISH'S MAW
- F TELEPHONE BOOTH
- HIDDEN ROUTE 1 TO 1

ITEMS
SLIME KEY



Catfish's Maw

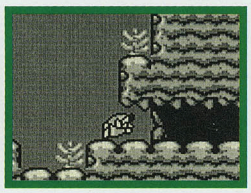


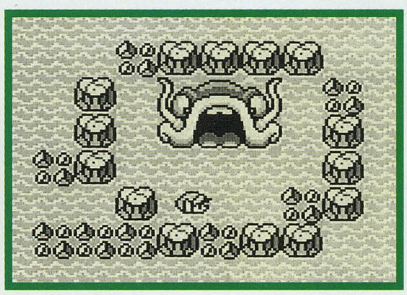
THE QUEST FOR THE MARIMBA

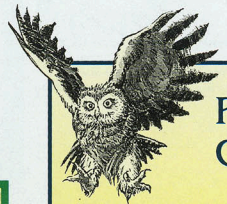
The fifth Level of your quest presents hardships and riches untold. Here you will find the fabulously useful Hook Shot, but you must also battle a giant skeleton numerous times and face two Guardians who make a habit of lunching on heroes.

DIVE TO ADVENTURE

You'll have no trouble finding the Catfish's Mouth. It is clearly visible out in the bay. The problem is reaching the entrance inside the ring of stones. Look for the indentation on the lower left side of the ring, then dive. Here you'll find a tunnel far under the surface that leads to the Catfish's Maw.





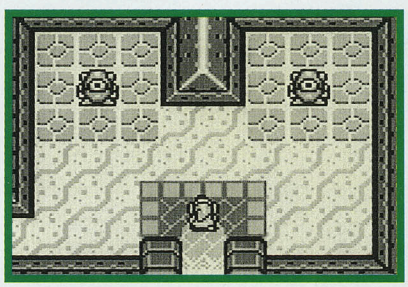


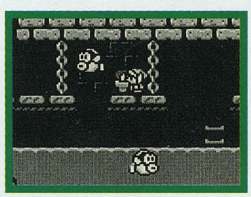
ROUTE CHECKLIST

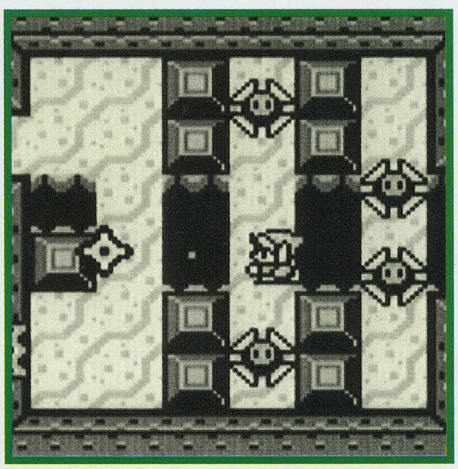
Fight Master Stalfos at the four locations shown on the map to get the Hook Shot. Dive into the dark water at point C to find the Nightmare Key. Defate the Gohmas using Arrows, then enter the lair to fight the Slime Eel.

WHAT'S IN THIS MAW

Secret passages abound in the Catfish's Maw, but none of them will do you much good if you don't defeat the Master Stalfos four times in four different rooms. You would do well to have purchased (or otherwise obtained) a Bow and Arrows to use against a pair of giant spiders inside. The Hook Shot, found here, will allow you to reach new areas of Koholint, but obtaining it won't be easy. Other dangers include underwater passages and a Nightmare with jaws that could swallow a small whale.

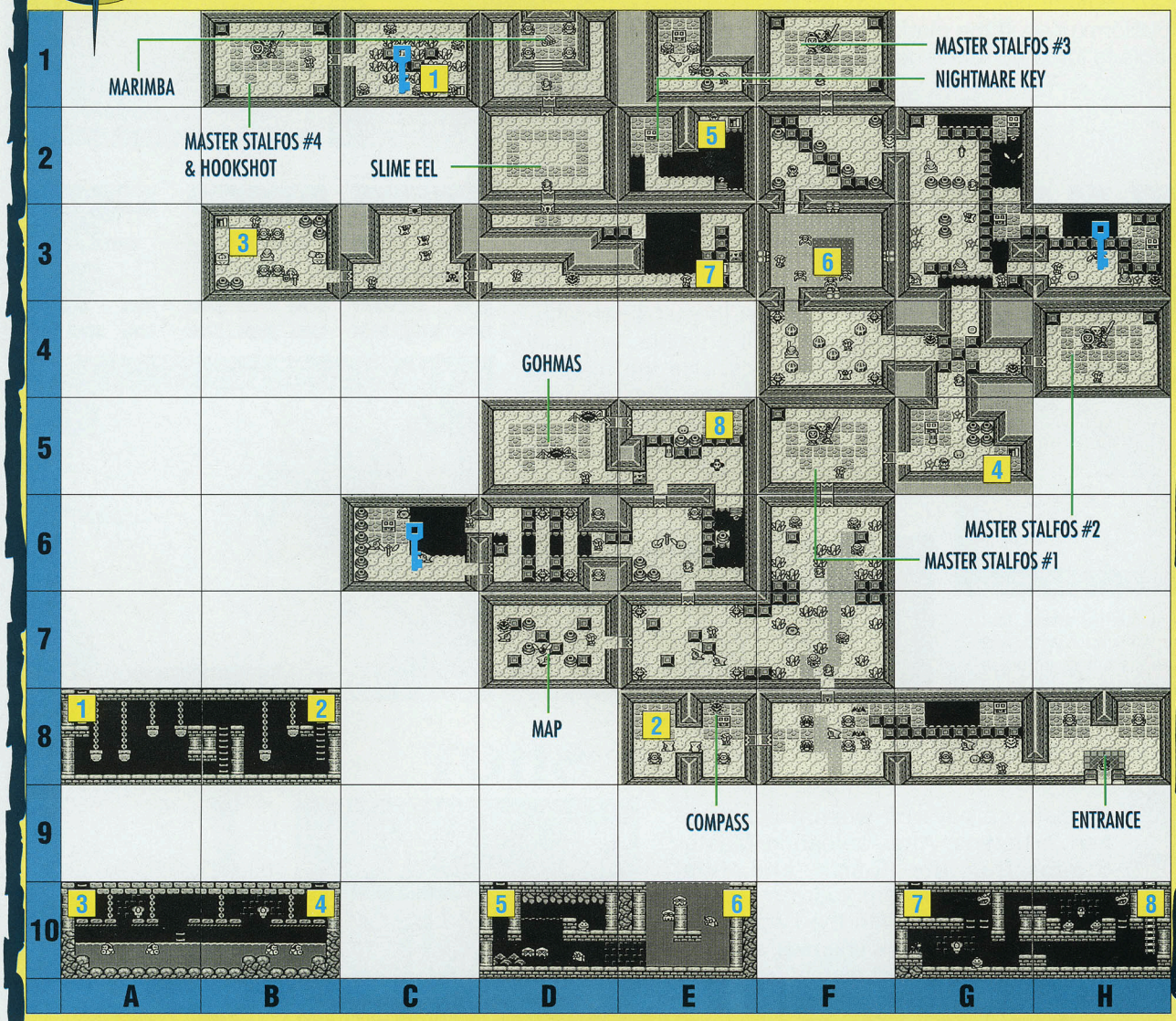






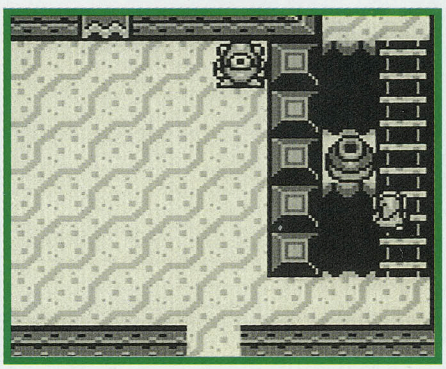
Your number one aim in the Maw is to get the Hook Shot. Without it, you can't proceed. All that stands in your way is a ten foot tall skeleton that refuses to take a fall no matter what you do to him.

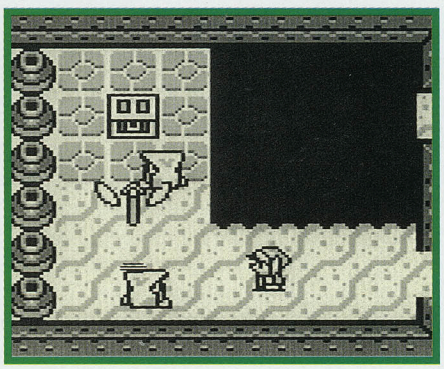
CATFISH'S MAW MAP

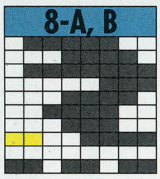


CATFISH'S MAW DATA

- 1 FLOOR
- 10 TREASURE CHESTS
- 3 SMALL KEYS
- HOOK SHOT & MARIMBA
- 2 GOHMAS

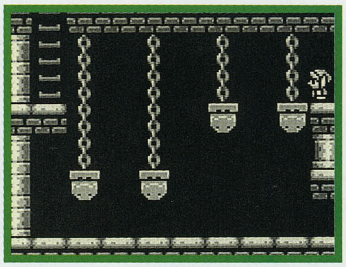


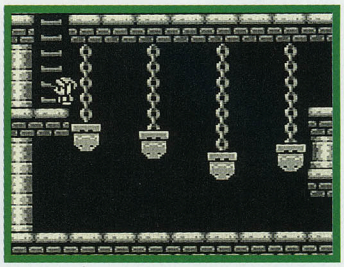


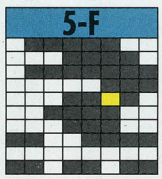


SHOT TECHNIQUES

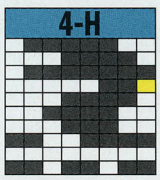
Here's your chance to become a daring young hero who swings from chandeliers or, in this case, heavy chains. Link's weight will cause a platform to sink while the next platform rises. If the platform sinks too far, Link won't be able to jump up to the next platform.

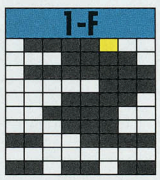


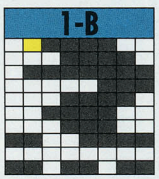




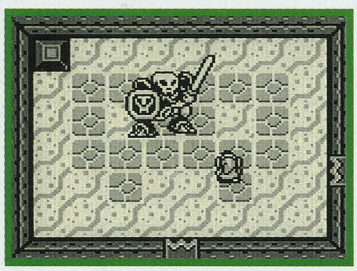
MASTER STALFOS



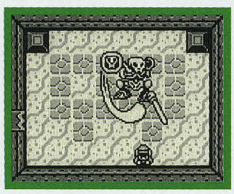


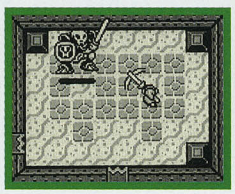


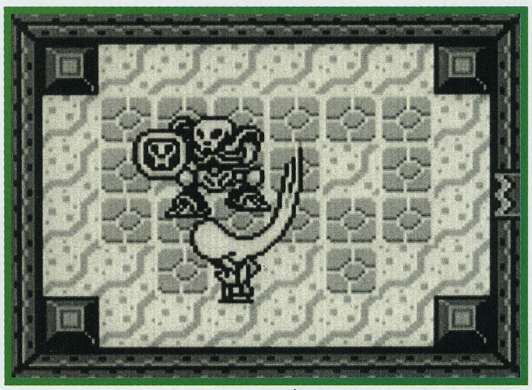
Master Stalfos has a fearsome attack combining jumps and great swipes of his sword, but in reality he is just a loose collection of bones. If you hit him with your sword, he'll crumble, but only for a few seconds. Use that time to drop a Bomb on his bones. Eventually, he'll have his fill and retreat to another chamber. Hunt him down and do it again.

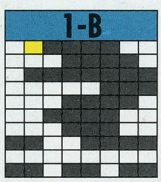


Dodge Master Stalfos' attack, then rush in and stick him with your sword. When his bones collapse, drop a Bomb on them.



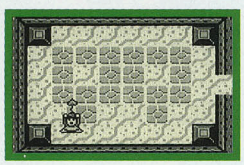


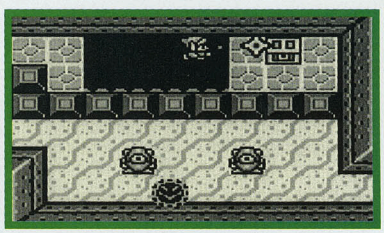




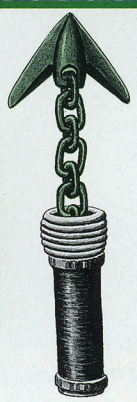
SNAG THE HOOK SHOT

Persistence pays off when it comes to heroic battles. After defeating Master Stalfos for the fourth and final time, you'll earn your reward–the Hook Shot. With the Hook Shot, you can attack enemies at a distance or collect distant treasures. You can also use it to pull Link across chasms.



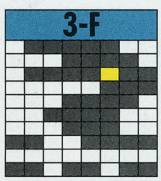


Defeat Master Stalfos four times to earn the Hook Shot.



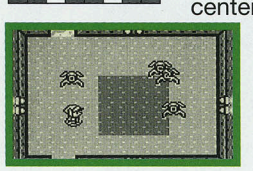
HOOK SHOT

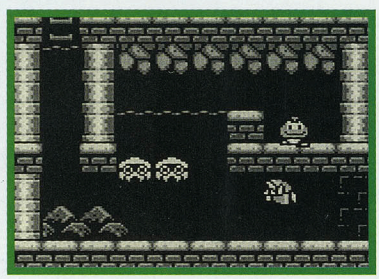
One of the most useful tools on your quest, the Hook Shot, gives Link a long reach.

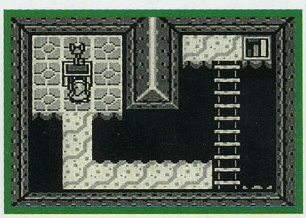


CENTER STAGE DIVING

If you defeat all the Water Tektites in this room, you may wonder what you have to do next. The answer lies in the dark water at the center of the room. Dive into the pool using the B Button and you'll discover an aquatic passage. Follow it to the end and when you emerge, you'll find the Nightmare Key.





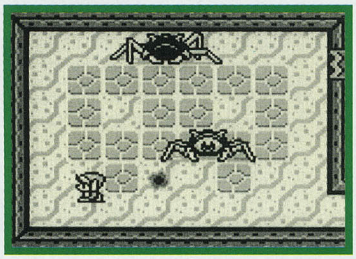


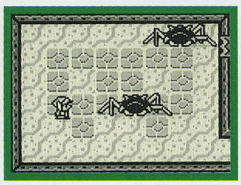
Dive into the pool and take the passage to the Nightmare Key.

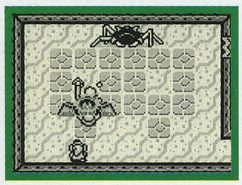
5-D

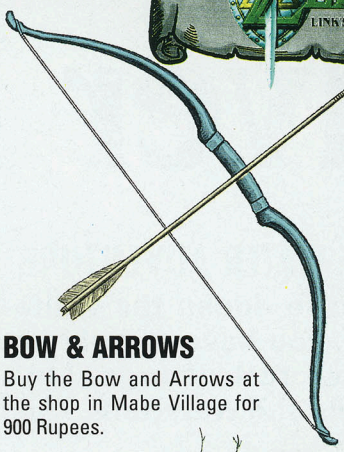
SPIDER EYES

Twin Gohmas crab-walk from side to side and blink at Link. To eliminate that creepy stare, shoot an arrow into an unlidded eye. You'll have to do it several times. When the Gohmas are finally gone, you'll be able to warp to this room from the entrance.









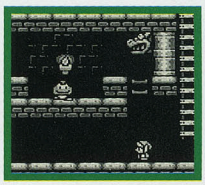
BOW & ARROWS

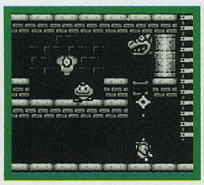
Buy the Bow and Arrows at the shop in Mabe Village for 900 Rupees.

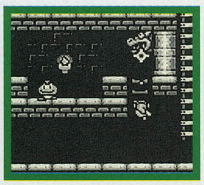
10-G, H

SKYSHOT

In this secret passage the only way to reach the high road is to climb up to the ladder high on the wall using the Hook Shot.

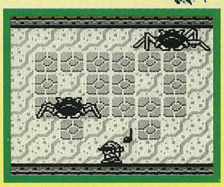






ROUTE CHECKLIST

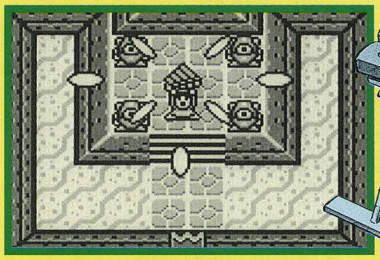
Defeat Master Stalfos in four different rooms to win the Hook Shot. Use the Hook Shot to get the Nightmare Key. Battle the Gohmas using the Bow.

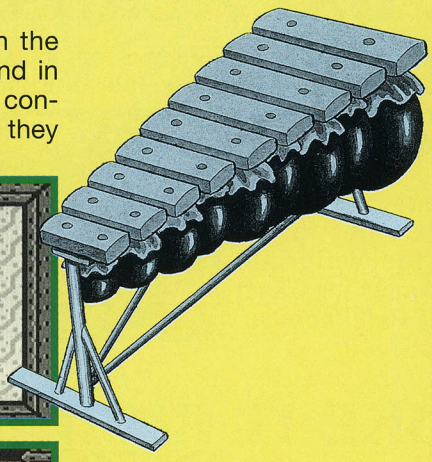


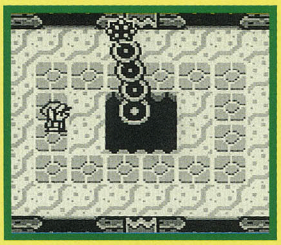
1,2-D

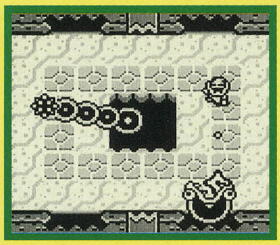
SLIME EEL & MARIMBA

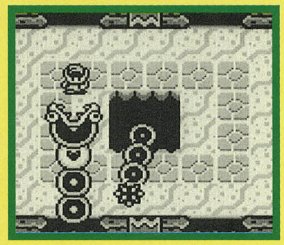
The Slime Eel's head appears from four holes in the corners of this chamber while its tail swings around in the center. This will lead most adventurers to the conclusion that it is best to hang out in a corner where they won't be hit. Using the Hook Shot, you can latch on to the Eel and pull it out of the hole, then hit it with your sword. But there is a real Eel and an imposter. Look for the Eel with the flashing heart. It's the real one.







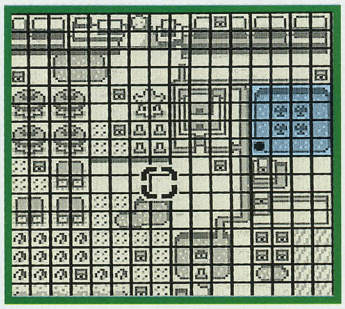




MARIMBA

You can't sleep once the rhythms of the Marimba take hold of you. This instrument will have the Wind Fish up and dancing in no time.

River Rapids



A WHITE WATER ADVENTURE

Until you've ridden the white water down the rapids and falls of Koholint, you haven't truly had an adventure. Aboard a crude, yet expensive raft of logs, Link will travel through a stretch of whirlpools and waterfalls, trying to collect a trove of items.

AN UNDERGROUND SONG

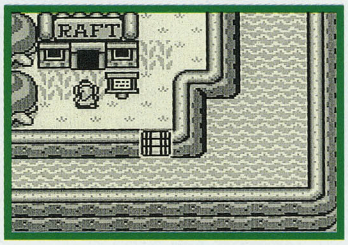
If you follow the signposts correctly in the Signpost Maze, you'll come to a stairway and a passage that leads to Mamu, who sings the Frog Song of Soul for 300 Rupees. It is said that this song will wake the dead. To test it out, look for some chicken bones, or perhaps a turtle of stone.

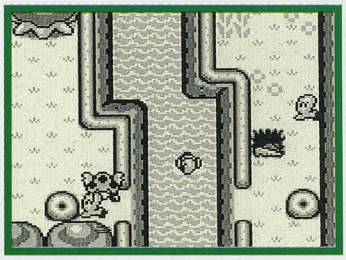
MAMU

Mamu will teach you his hoppin' tune if you already have the Ocarina and are willing to pay 300 Rupees.

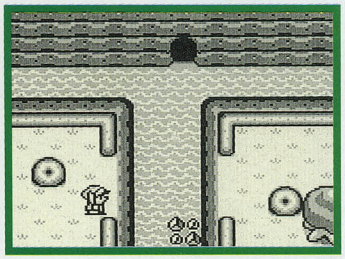
THE WAY ACROSS

The best way to reach the Rafting Shop, located on the river island in the northeastern corner of Koholint, is to use the Hook Shot on the smooth stone to pull yourself over. If you're in the river as shown, swim up and to the right to the cave by the waterfall. There's a tunnel there that leads to the Raft Shop.





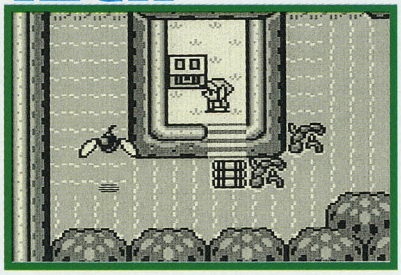
Swim up the river to the cave by the waterfall to reach the Raft Shop.

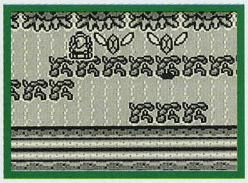


Use the Hook Shot to pull yourself across the river to the Raft Shop island.

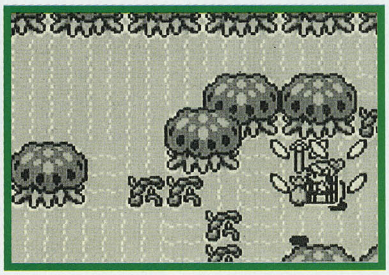
STRIKE IT RICH

On the Raft, select the Feather so that you can jump up to collect the items that hover above the river. It cost 100 Rupees for the Raft, but you can earn up to 160 Rupees plus Hearts, Bombs, Arrows, and Powder.



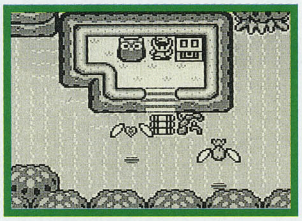


Not all of the river's currents will take you to instant riches. Smart navigation is required.



WASTED TIME

Not everything you find is valuable on this river voyage. This Owl Statue, for instance, tells you only that there are no secrets to be found here. For some added adventure and the possibility of earning money and items, however, the trip is worth the effort.

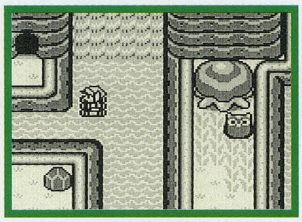


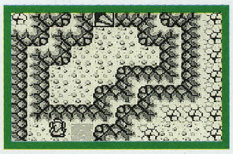
OWL STATUES

Owl Statues can be a valuable resource to a hero in need of clues, but not always.

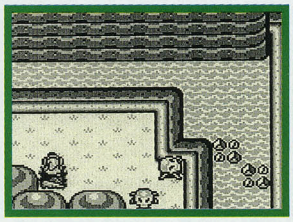
QUICK RETURN

Take the cave at the bottom of the waterfall at the end of your journey if you want to run through the Raft Trip a second, third, or fourth time. It's a quick way to build up money and items without much danger.

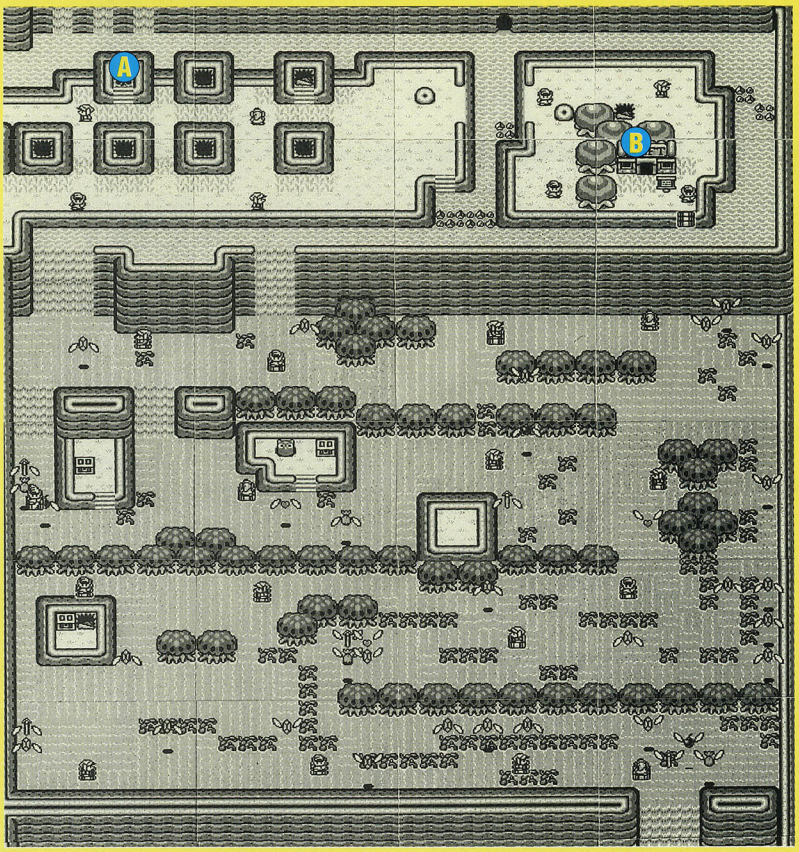




This cave offers a quick route to the riches of the river.

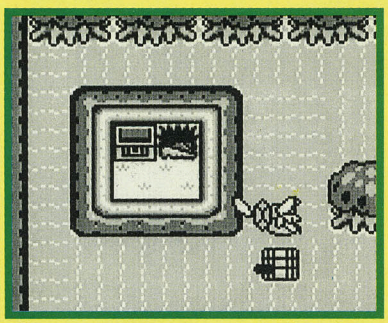


POINTS OF INTEREST AT THE RAPIDS

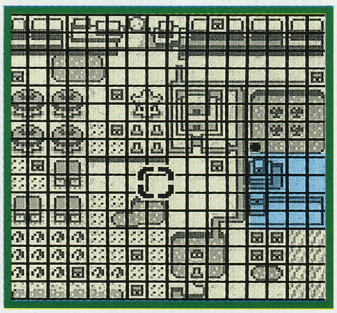


A WARP
B RIVER RAPIDS

ITEMS
1 PIECE OF HEART



Face Shrine

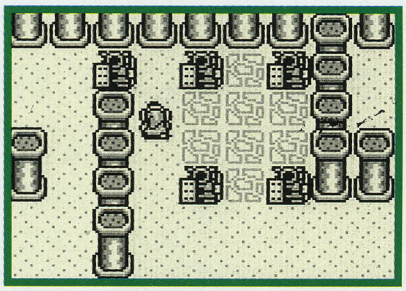


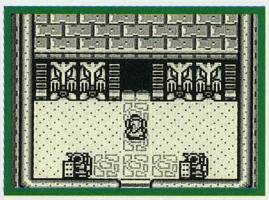
FACE IT LIKE A HERO

The Face Shrine offers two faces to the explorer who delves into the secrets of this corner of Koholint Island. There are two shrines and countless dangers. Here it is that you'll find Armos Statues, a second Power Bracelet, giant Bubbles and the bizarre Face Mat.

TWO SHRINES

The southern Shrine lies guarded by corridors of Armos Statues. If you touch one, it will come to life and attack you, but it isn't smart and soon gives up. Inside the shrine, however, is a Giant Armos Knight who is not so easily dissuaded. After dispatching him, you'll get the Face Key so you can enter the Face Shrine dungeon to the north. There you'll find new challenges and dangers.

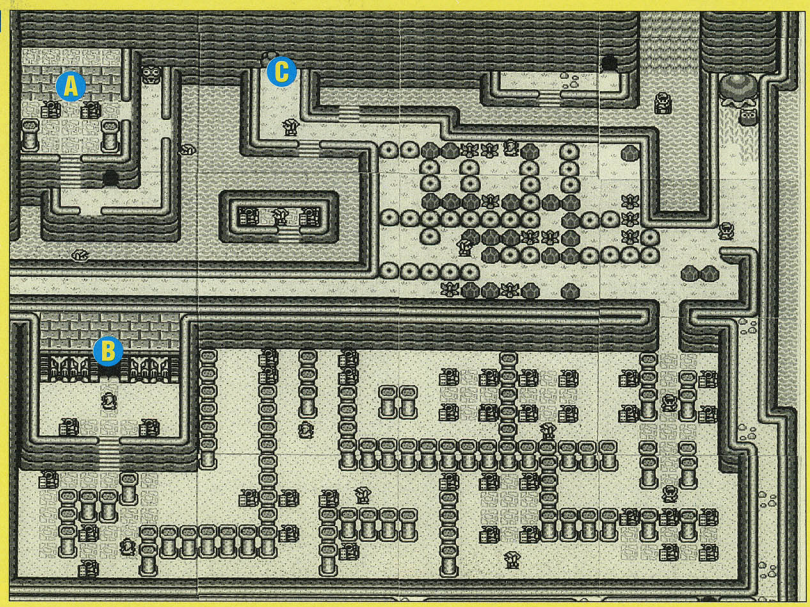




Unlock the secrets of the southern Face Shrine first.

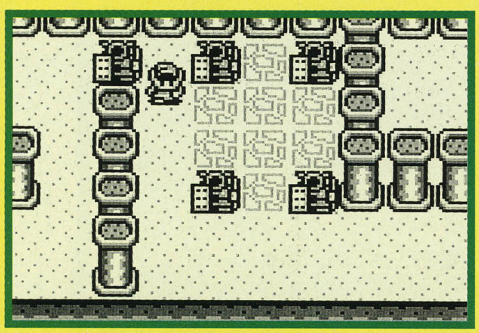
POINTS OF INTEREST IN THE SHRINE

- A FACE SHRINE DUNGEON
- B SOUTHERN SHRINE
- C FAIRIE



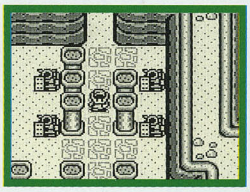
ITEMS

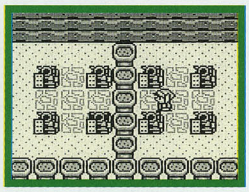
FACE KEY

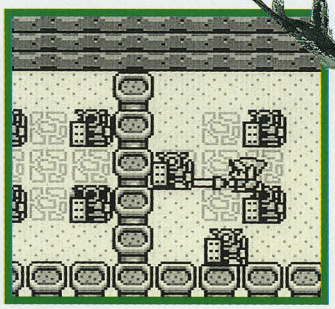


ARMOS STATUES

The rows of Armos Statues that guard the southern Face Shrine may look inanimate, but they are merely waiting for contact with an invader. As soon as you touch one, it will come alive and attack. A wise hero will back off and shoot an arrow at an animated statue.







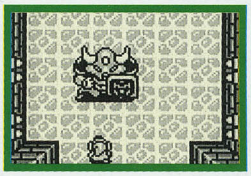
Touch one of the Armos Statues, then move quickly away and fire an Arrow at it. In this way, you'll clear a path to the southern Face Shrine.

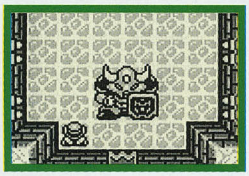
ROUTE CHECKLIST

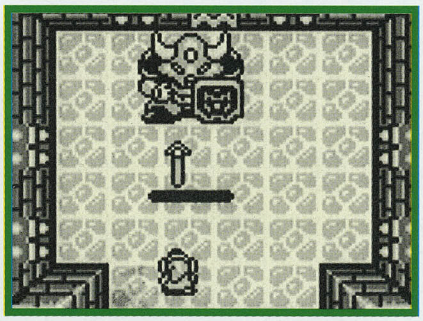
Follow the rows of Armos Statues toward the left where you'll find the southern Face Shrine. Defeat the Armos Knight inside the Shrine and get the Face Key. Finally, go to the Painting on the wall and read the message.

ARMOS KNIGHT

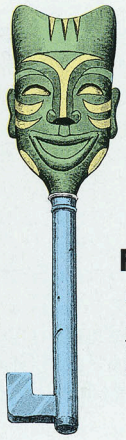
This stomping fiend is no inanimate object. Every time he crashes to the floor, Link takes damage. Maybe the Feather could help soften the impact. As for attacking the Armos Knight, a constant barrage of Arrows might just do the trick. You'll receive the Face Key and a special message.







Fill the air with Arrows to stop the hopping Armos Knight. Even if the Knight is in the air, your Arrows will cause damage. Stay near the bottom.

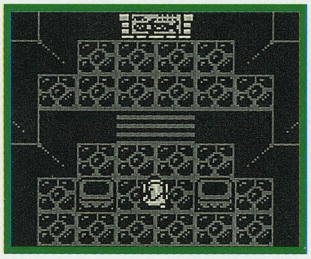


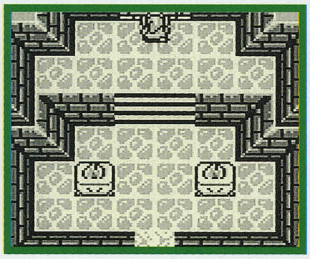
FACE KEY

Use the Face Key to unlock the entrance to the northern Face Shrine dungeon.

THE MESSAGE

Beyond the Armos Knight you'll find a painting on the wall. Curiosity will grip you as you gaze at the ancient artwork. You'll be drawn to it like a moth to a flame, or at least you should be, because anything unusual is usually important. Go to the wall and receive its message. Although fairly mysterious, as are most messages in quests of daring such as this, the wall will suggest that all may be lost even if you vanquish the darkness.

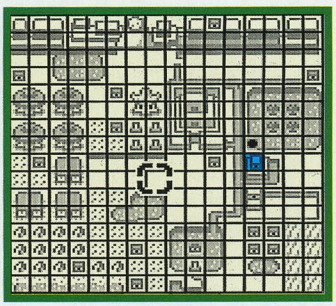




THE WRITING ON THE WALL

Is this message on the back wall of the Face Shrine some sort of disguised clue or is it a warning? In the end, it may be fate that decides the answer to this riddle.

Inside the Face Shrine

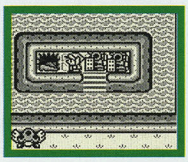


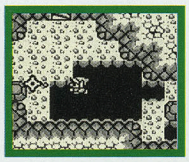
IN THE FACE OF ADVERSITY

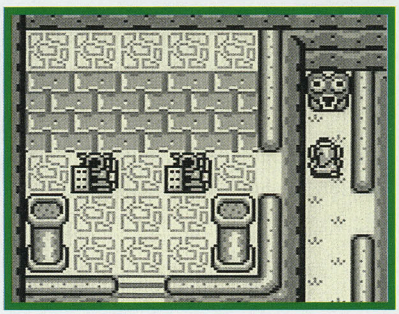
The mysterious Face Shrine, home of an ancient cult of mimes, now is the lair of the devious Facade, the excitable Smasher and many lesser creatures. Here you'll uncover the power of the second Bracelet and the ultimate prize of the musical Coral Triangle.

A SECRET ENTRANCE

Now that you have the Face Key, you'll probably expect to find a keyhole somewhere to unlock the dungeon. Instead, you must find the hidden entrance to the northern shrine before you can open it. Look for the small islet with two Armos Statues positioned one on either end.The left Armos Statue actually stands over a stairway that leads to the Face Shrine. A keyhole to the right of the Shrine will open the entrance.





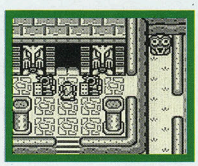


ROUTE CHECKLIST

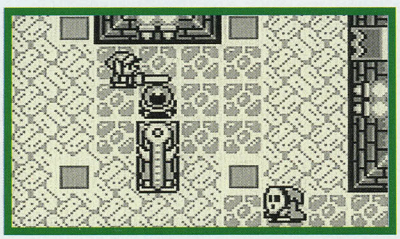
Take the secret passage to reach the Power Bracelet. If you defeat the Smasher in 4-F, the Warp will appear. Push the large stone B, to reveal a secret passage. In room 2-G, throw the bottle at the Chest for the Key.

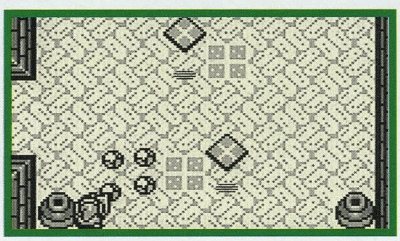
FACING THE DANGERS

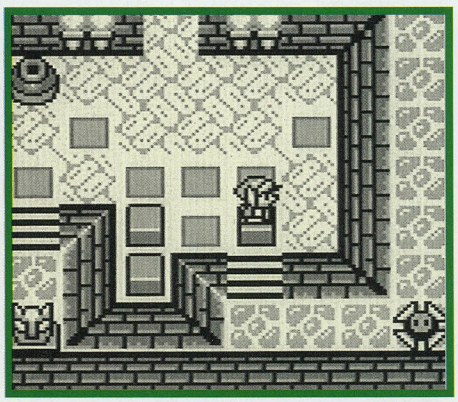
Techniques you may have learned in A Link To The Past will come in handy when operating the six Crystal Switches. Remember that you can activate the Switches using Bombs, Arrows or the Hook Shot while standing far away. Here's another technique: when tiles begin to fly off the floor, back into a corner and continually swing your sword to protect Link. With the new Power Bracelet, Link will be able to lift objects he couldn't budge before. Be sure to backtrack and try lifting everything.



Use the Face Key in the Face Keyhole to the right.

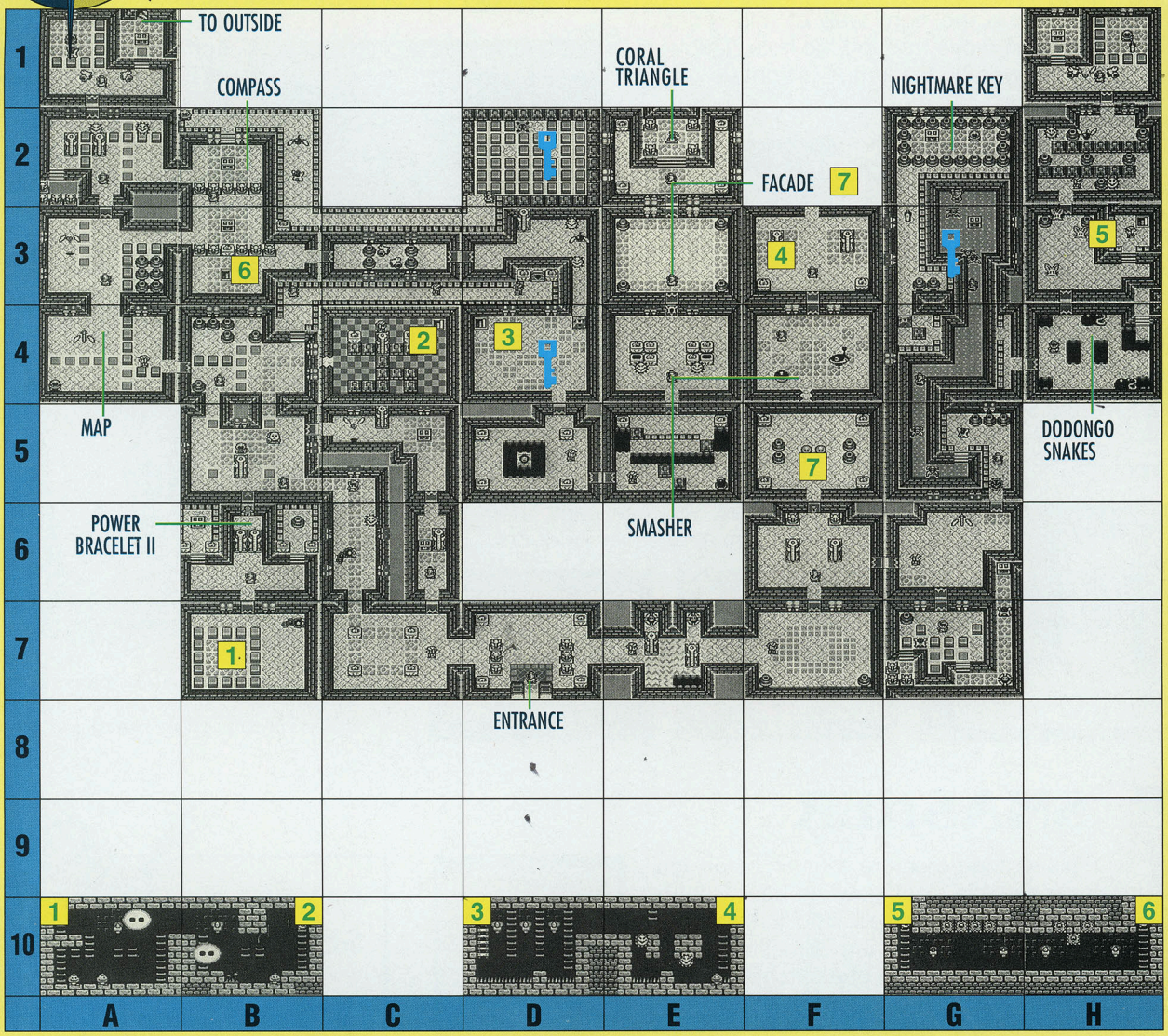






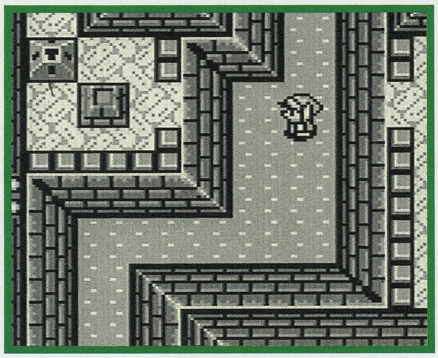
Crystal Switches, flying tiles and heavy statues are just some of the obstacles you'll encounter in the Face Shrine. The new Power Bracelet is the key.

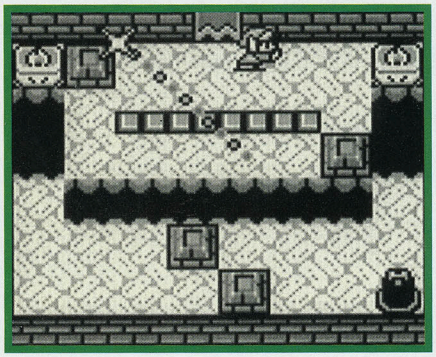
FACE SHRINE MAP

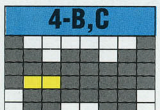


FACE SHRINE DATA

- 1 FLOOR
- 11 TREASURE CHESTS
- 3 SMALL KEYS
- POWER-UP BRACELET & TRIANGLE
- 2 GUARDIANS

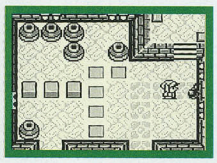




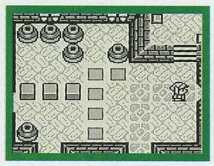


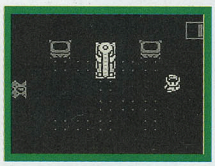
ENTER THE EYE

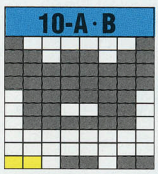
The Shrine was built in the shape of a face. To enter the shaded area on the map that represents the eye, you must bomb the right wall of this room, then move through the hole. Throw Powder in the lamps to light up the room.



Place your Bomb along the middle of the right wall and stand back.

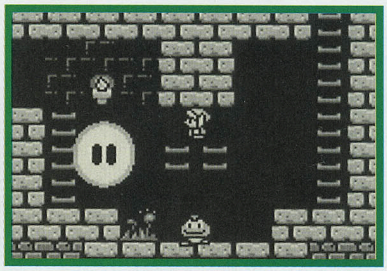


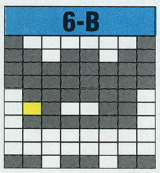




BUBBLE TROUBLE

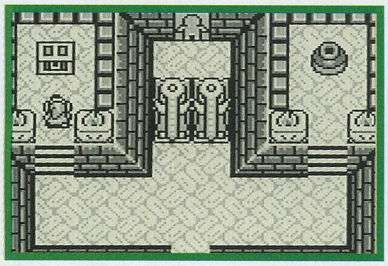
The giant Bubble in this secret passage can't be defeated by skill of arms or magic. Your only hope is to scurry by the Bubble without getting hit. You can use the ladders to travel overhead or defeat the escapee from the Mushroom Kingdom on the floor below.

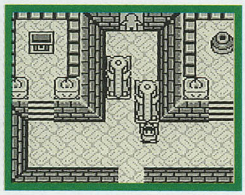


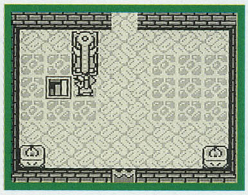


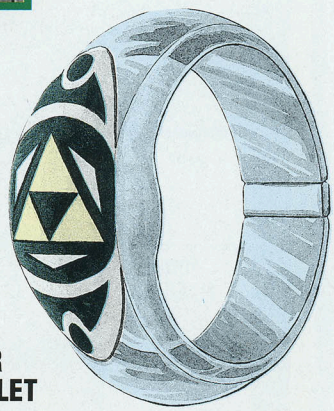
POWER BRACELET 2

Once you've slipped on the second Power Bracelet, Link will be strong enough to give the heave ho to the giant carved stones that block off many areas within the Face Shrine. Not only can you pick up these obstacles, you can carry them and throw them at enemies or doors.



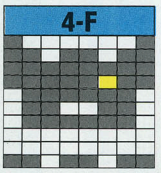






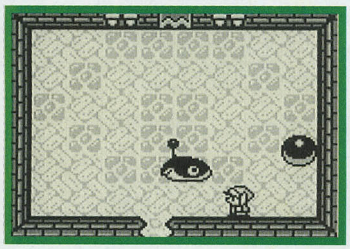
POWER BRACELET

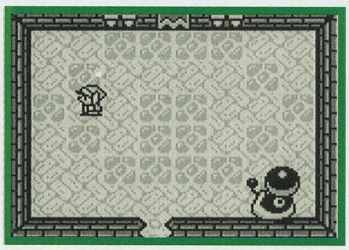
The second Power Bracelet gives Link the strength of many heroes. Use it in the Face Shrine and outside while searching for items.

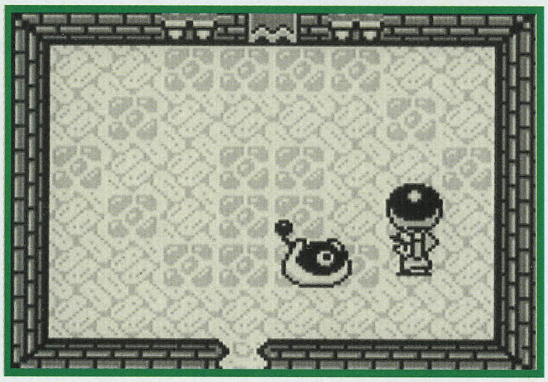


SMASHER

This strange creature tries to bowl you over with his giant bowling ball. Return the favor, and the ball. You'll soon learn that the Smasher isn't much of a catcher.



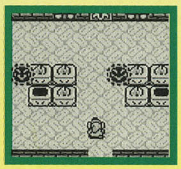


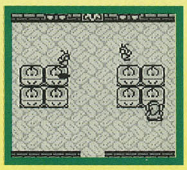


Pick up the bowling ball and sling it at Smasher for a strike. Actually, you can only throw a spare, so do it again.

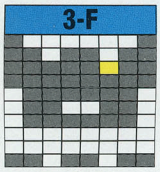
FAERIE SECRETS

Here you'll have a chance to fill up your Hearts before facing Facade in the room beyond. The Hyrulian Heroes Journal recommends that you always light dark lamps. In this case, a Faerie will appear. Make sure that you avoid the circling Sparks.



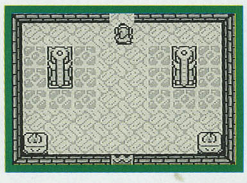


3-F

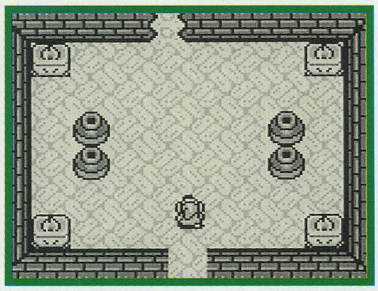


IN A RUT

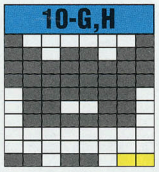
If you continue going up through the bomb hole in the wall, you'll have a definite feeling of deja vu as you reappear several rooms below.



Going straight up puts you in a route loop. Branch off to the side to break the habit.

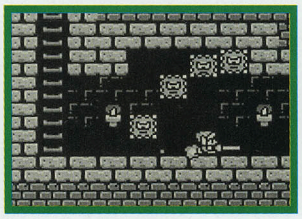


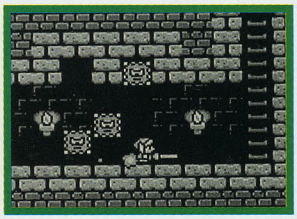
10-G,H



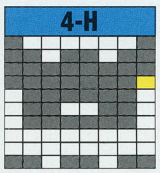
THWOMPS

More refugees from the Mushroom Kingdom have shown up in Koholint. The Thwomps will crash to the floor with hero-crushing force. Use your speedy Boots to dash safely past the stone stompers.



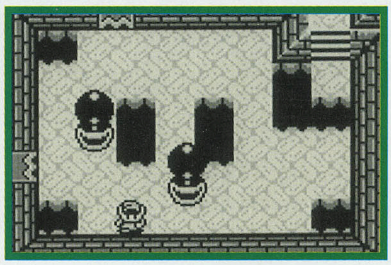


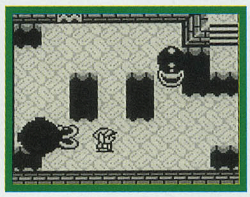
4-H

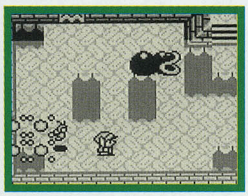


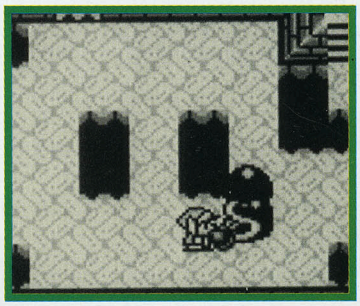
TAKE A BIG BITE

By this time, you're probably getting tired of seeing the Dodongo Snakes. If you haven't memorized the method to defeat them, take note. Drop a Bomb directly in front of an on-coming Snake. If it eats the Bomb, it will get severe heartburn. Three Bombs will beat it.



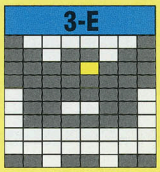






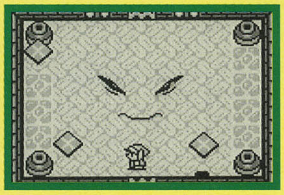
Drop a Bomb in front of a Snake and stand back from its ballistic belch.

3-E

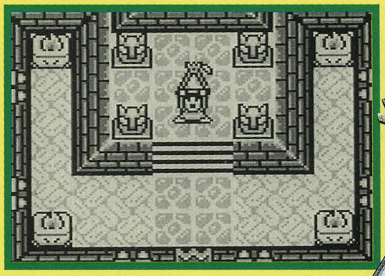


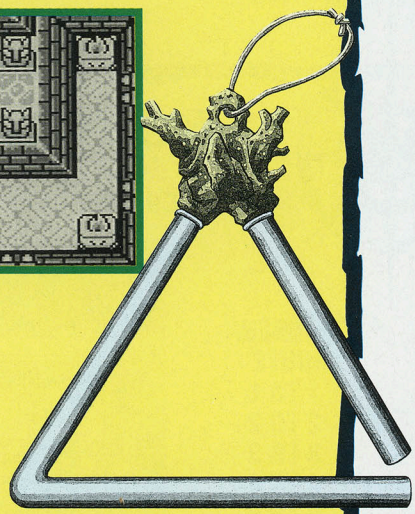
FACADE

When you first step into the room with this pancake-faced pirate, you'll have to dodge the flying tiles. After the rain of terror, use Bombs on the grinning goon when he's looking at you. The face of Facade will flash if you place the Bombs well. When it's over, head into the next chamber.



It's time to make Facade face the music. Pick up the tempo by dropping Bombs on his kisser, then claim the Coral Triangle.

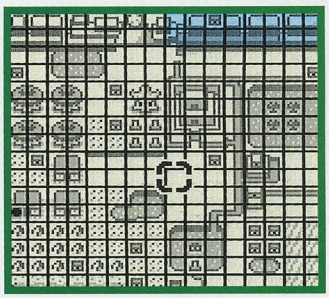




CORAL TRIANGLE

Carved from the coral of tropical seas, the Triangle rings true when struck by a hero of the land.

Eastern Tal Tal Mountains

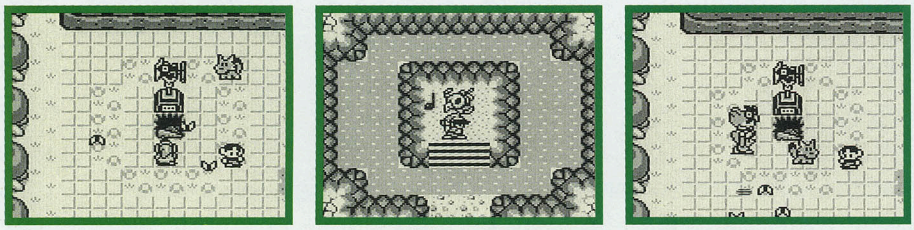


TAKE FLIGHT TO MORE ADVENTURE

Clinging to cliffs and hiking into the heights brings Link to the aerie of the Evil Eagle atop the Eagle's Tower. Your path will take you from Mabe Village to the far eastern end of the island.

THE ROOSTER CROWS AGAIN

Beneath the weather vane in Mabe Village lies a secret to unlocking the treasures of the Tal Tals. Push your way into a secret passage under the stone. There in a cavern you'll find nothing but bones, or so you think. The bones of the Legendary Flying Rooster of Koholint are those you seek. Sing the Frog Song of Soul, sing it loud and sing it strong, and the Rooster will rise again. Now lead the bird outside and use him to fly to places you couldn't reach before. You'll also need the Rooster on your journey to the mountains.



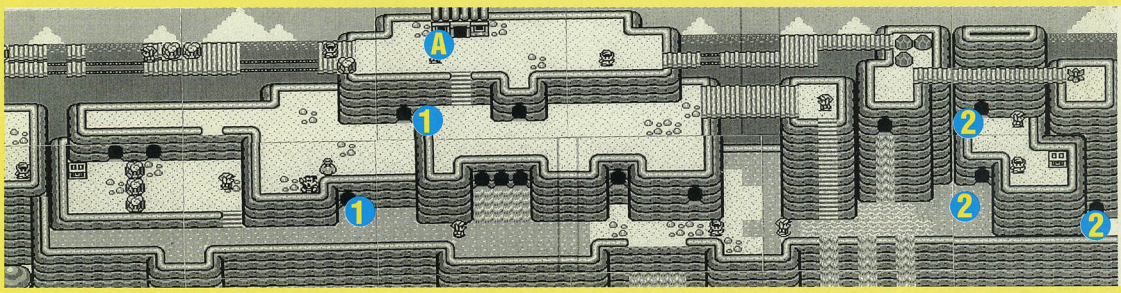
Push back the weather vane statue and sing the Song of Soul to bring the Rooster's bones back to life. Now, your journey takes flight.

THE ROOSTER

The Legendary Flying Rooster of Koholint lifts Link into the air to take him where no hero has flown before.

POINTS OF INTEREST FOR HEROES

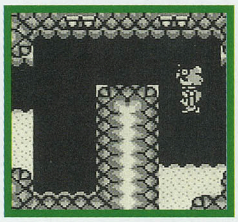
Ⓐ CHICKEN COOP Ⓑ EAGLE'S TOWER Ⓒ FAERIE



HIDDEN ROUTE
1 TO 1
2 TO 2
3 TO 3
4 TO 4
5 TO 5

FLY TO THE KEY

Link can't leap around corners, so the bent pit in this cave presents a poser. At least it would be difficult if you didn't happen to have a Flying Rooster in hand. Command the bird to ferry you over the gap to the far ledge. Once there, you'll find a treasure worth the feathers and fuss--the key to the Eagle's Tower. Now nothing can stop Link from pursuing his quest to wake the Wind Fish.

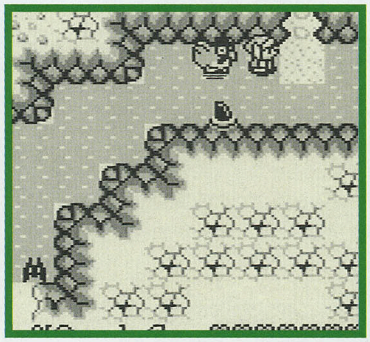


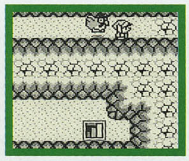
BIRD KEY

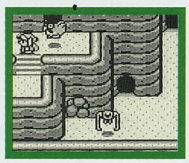
The Bird Key unlocks the secrets of the Eagle's Tower.

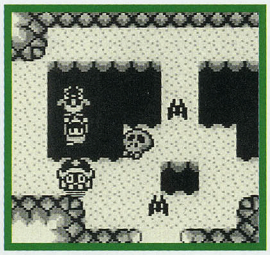
CAVE MAZES

A maze of caves awaits the adventurer who would tackle the Eagle's Tower. In the far eastern mountains, enter the darkness along with your chicken. In places, you'll have to board Air Cluck for a quick flight over holes, but the journey will soon end on a ledge with two caves. In one, you'll find a Faerie. The other is the final passage to the Tower.





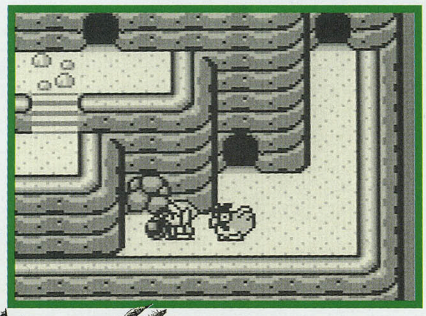


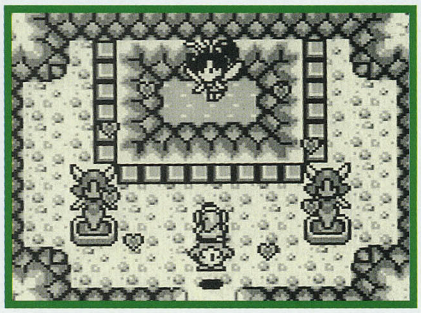


Use the Rooster to fly over pits and holes in the cave maze.

FAERIE

Before bounding up the path to meet your fate in the Eagle's Tower, take a moment to commune with the Faerie who will fill your Heart to the brim. A Bomb will open the entrance to her cave fountain.

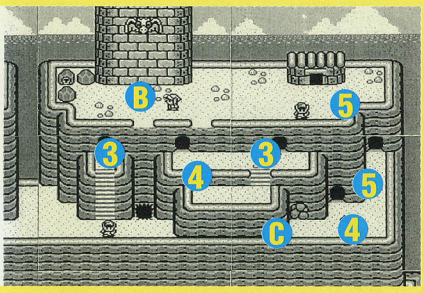




Fill up at the Faerie's Fountain before going on to meet the dangers of the Eagle's Tower.

ITEM

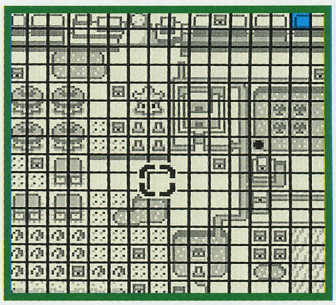
BIRD KEY



WANDERING IN THE TAL TAL MTS.

Bring the Rooster back to life and explore the island from the air to find hidden items. Take the Rooster to the Chicken Coop in the mountains then fly to the Eagle's Key. Enter the cave maze and fly over pits using the Rooster. Visit the Faerie's Fountain and, finally, ascend to the Eagle's Tower.

Eagle's Tower

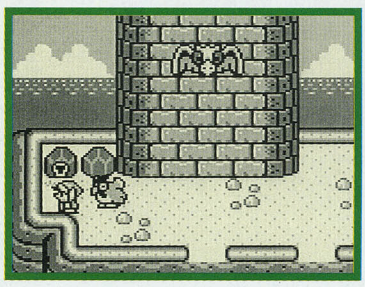


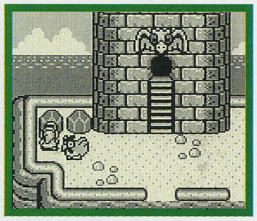
THE SEVENTH NIGHTMARE

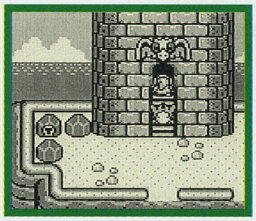
Dreaded aerie of the Evil Eagle, the Eagle's Tower holds some of the most perplexing mysteries on Koholint. From a strange orb to an impenetrable fourth floor, the Tower guards its secrets well. At the end, you'll climb to the top of the tower and challenge the Eagle to a windy battle.

THE ROTATING TOWER

Access to the Eagle's Tower is limited to those who have braved the cave maze and won the Eagle's Key. If you have prevailed in this quest, ascend to the high plateau and insert the Key in the rock to the left of the Tower. Magically, the Tower begins to rotate, and soon the entrance appears. Now Link may enter, if he dares. Your trusty Rooster can follow no further, though, so if you have not yet explored the island from the air, do so now.







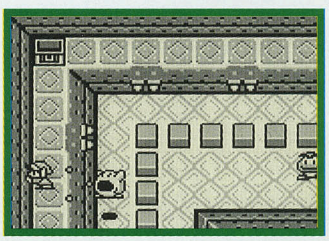
Where heroes go, chickens may not always follow. Use the Eagle's Key, then say goodbye to your bird.

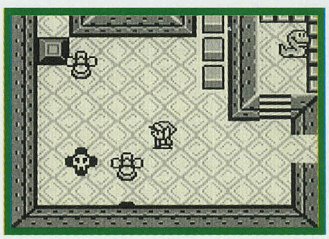
TOWER ITINERARY

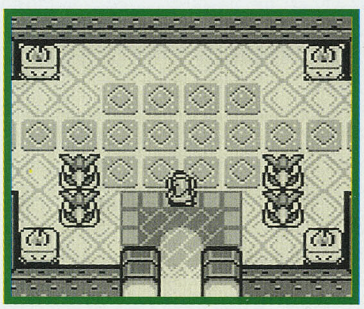
As always, explore the early rooms to get Small Keys. Hit the Crystal Switch on the Second Floor and take the Mirror Shield. Stand up the Horse heads to win the Map. Carry the Orb to each of the four posts to knock them down. Climb the Tower and battle the Eagle.

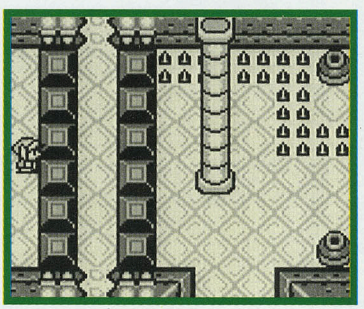
WHERE EAGLES DARE

Members in good standing of the Koholint Adventurers Club have reported that somewhere inside the Tower lies the fabled Mirror Shield that can reflect lasers, fire and wind, and which is particularly useful for fighting Medusans in ancient Greece. Further rumors have it that the Tower contains a magical Orb that will lead to your ultimate goal. In this case, that goal is the Organ of Evening Calm, but to claim the prize you'll have to have the pluck to take on the Evil Eagle that circles the citadel like a Nightmare of the sky. While exploring the inner realm, look for the Crystal Switches that control your access to almost every area.

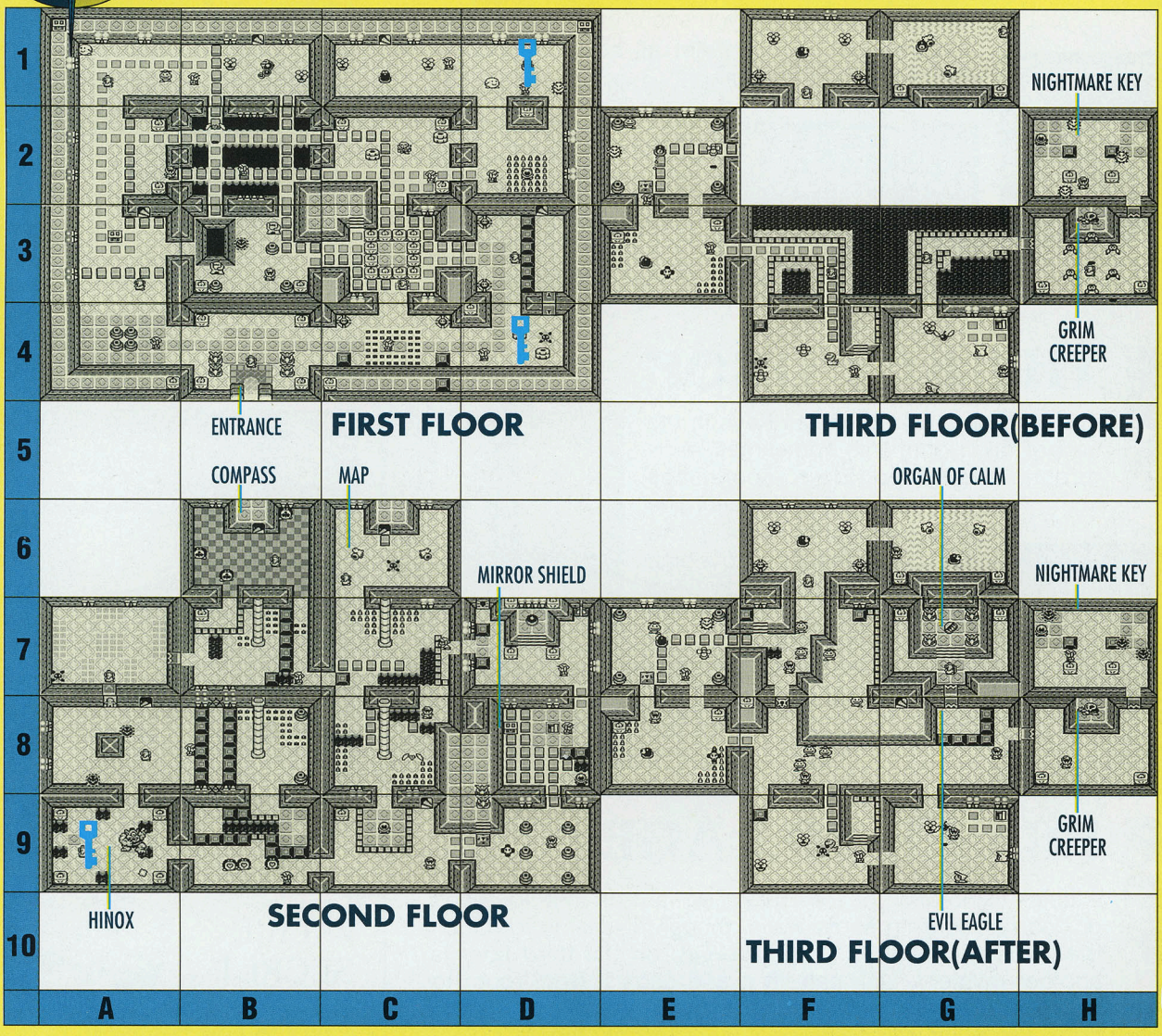






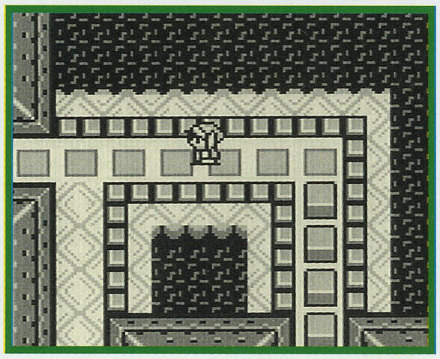


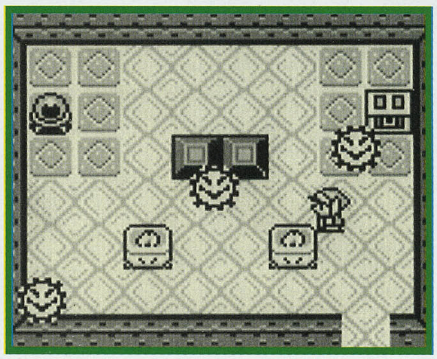
EAGLE'S TOWER MAP

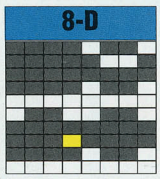


EAGLE'S TOWER DATA

- 4 FLOORS
- 9 TREASURE CHESTS
- 3 SMALL KEYS
- MIRROR SHIELD
- 2 GUARDIANS

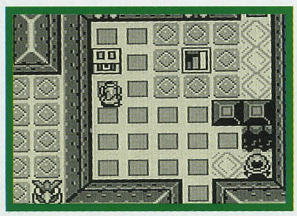




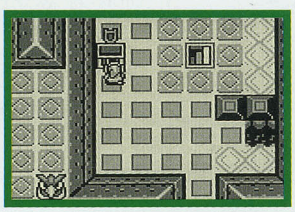


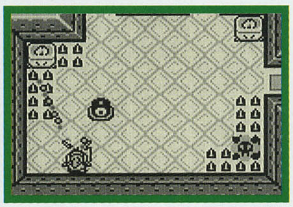
THE MIRROR SHIELD

The Mirror Shield may be found in the Chest, but it will take a clever hero to reach it. If one could only jump onto the Crystal Blocks from a higher ledge, then one could reach the Crystal Switch and the Chest. If you score the Mirror Shield, you can use it to deflect all sorts of attacks including lasers and fire.



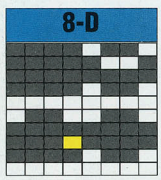
Jump down from the ledge to reach the Crystal Switch.





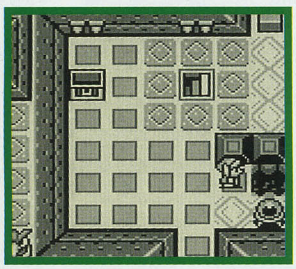
MIRROR SHIELD

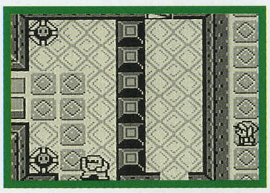
The magical Mirror Shield protects Link from fire, wind and lasers and ordinary attacks.

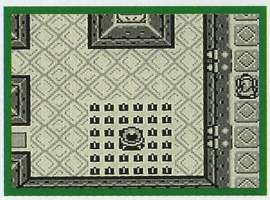


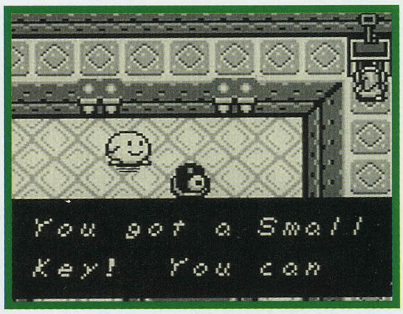
THE KEY DROP

The endless quest for Small Keys in the lairs of the Nightmares sometimes leads through strange corridors. Sometimes you must make a blind leap of faith. The hole in the floor near the Crystal Switch leads to a high ledge on the first floor. Drop through, then continue up along the ledge to a Treasure Chest. There, where you least expect it is a precious Small Key.

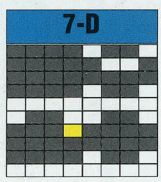






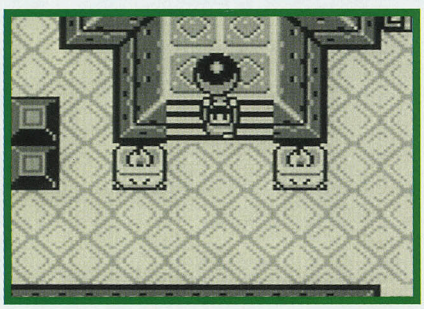


The Small Key on the high ledge can be reached only by dropping down through a hole in the floor.

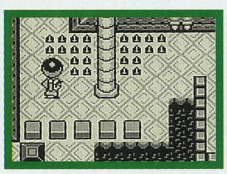


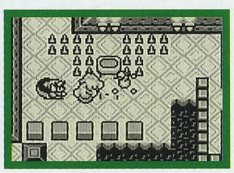
PILLAR PILLAGE

A quick exploration of the fourth floor shows that you can't go too far there. In some ways, though, it seems to match the layout of the third floor. The Orb on the third floor is another mystery. Link can lift it and carry it from room to room on this floor. If you touch the Orb to one of the four pillars, the pillar will collapse. One can only wonder what would happen if you destroyed all four of the pillars.



Take the Orb and carry it to the base of each of the pillars. By pulling the lever you can open the passage to the left.

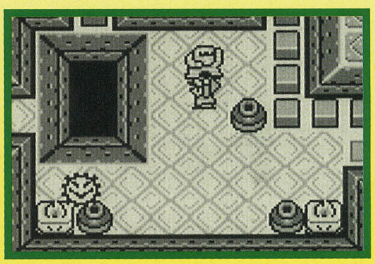


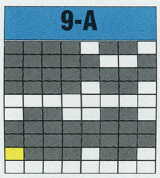


The Orb becomes the ultimate wrecking ball when it hits a pillar, turning it into dust.

FAERIE SECRET

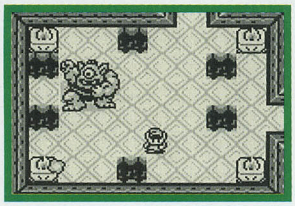
If Link throws this creature in the hole, a Faerie appears to restore Link's Hearts.

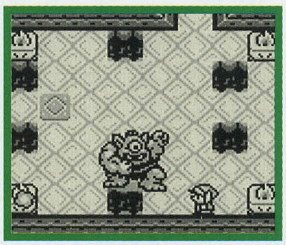


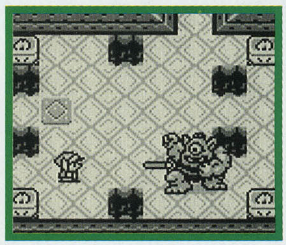


HINOX HIGH JINKS

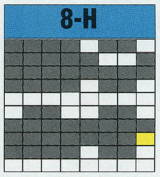
In the Manual of Monster Combat, it states that a Hinox can be beaten by any manner of weapon, but that you should stay out of his reach. It also recommends the use of the Bow and Arrows or Boomerang so you can strike from a safe distance. In this room, you also have to worry about stepping in a hole. If you have the Feather selected, you can jump across these holes.





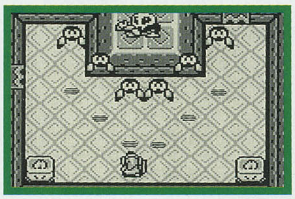


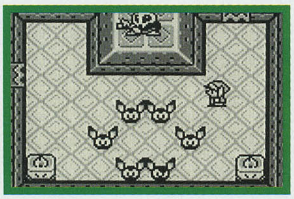
When battling head-to-head with a Hinox, keep your distance and watch your feet. Most heroes prefer using a long distance weapon like the Bow and Arrows.

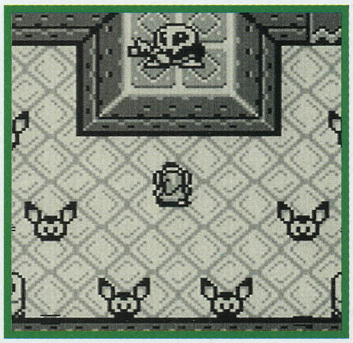


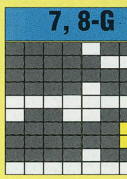
GRIM CREEPER

The Grim Creeper controls a flock of evil Battle Bats, known as Keese in some regions of Hyrule. When you enter his domain, he sicks the ferocious flapping flock on you and watches from his high perch while playing his piccolo. You can change his tune by taking your fight to the Bats. Destroy all six and the Grim Creeper will give up.



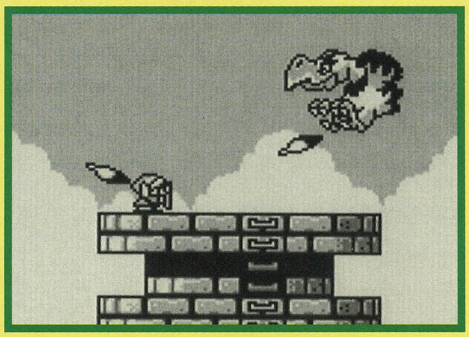






EVIL EAGLE & ORGAN OF EVENING CALM

Only the Evil Eagle now flies between you and the coveted Organ of Evening Calm. Armed with the Mirror Shield and Hook Shot, climb the tower and face the Eagle. Aim for the bird's beak when it swoops by and use the Shield to block its feather attack. It may seem as if the battle takes forever, but if you don't fall off the Tower, you'll prevail in the end.

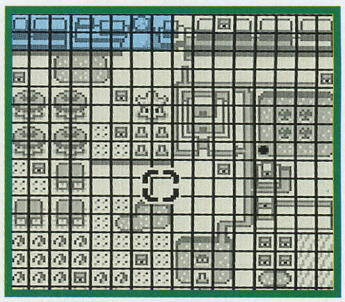


Deflect the Eagle's feather attack using the Mirror Shield. When it swoops toward you, use the Hook Shot.

ORGAN OF EVENING CALM

The Organ of Evening Calm brings peace and tranquility to those who hear its windy notes.

Western Tal Tal Mountains

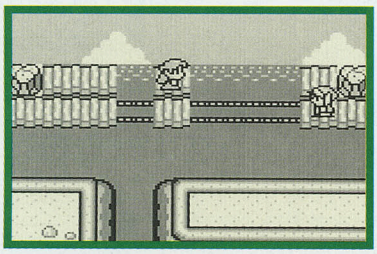


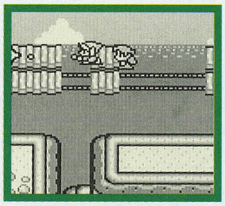
HIGH ADVENTURE

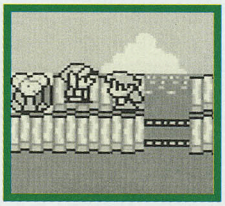
There's high adventure in the mountains when Marin is kidnapped by rogues and Link must save her from a chasm. You'll also find the entrance to Turtle Rock in this region.

RESCUE MARIN

After receiving the warning from the Owl, you'll race to the western side of the mountains. There you'll find Marin caught on a dilapidated bridge. The rogues have abandoned her there. Use Link's Hook Shot to pull him to the middle of the broken span. Marin will hold on as you use the Hook Shot to cross the remaining span.







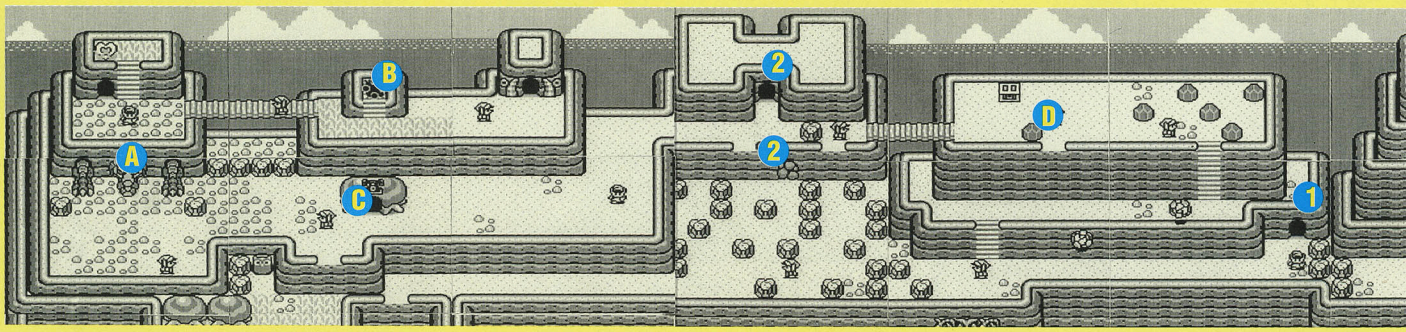
GO WEST, WARRIOR

Rescue Marin from the broken bridge. Increase your capacity to hold Powder, Bombs or Arrows from the Mad Batter. Find the path to Turtle Rock by exploring the Secret Passages shown in the map.

POINTS OF INTEREST IN THE MOUNTAINS

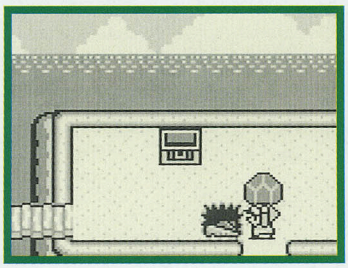
- A TURTLE ROCK
- B WARP
- C PHONE BOOTH
- D MAD BATTER
- E WIND FISH'S EGG

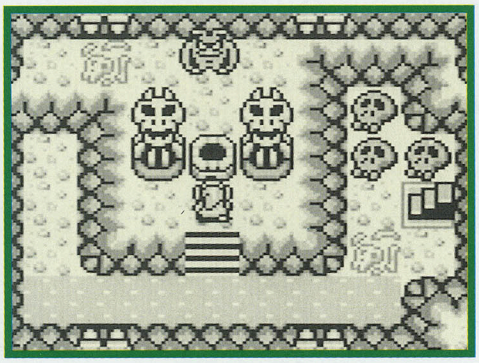
HIDDEN ROUTE
1 TO 1
2 TO 2



BOOST YOUR STORES

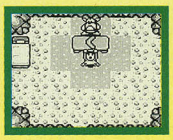
In the caves high in the mountains, an adventurer should be prepared to meet all manner of strange creatures. Enter this cave and you'll meet up with your reluctant ally--the Mad Batter. He'll fume about being awakened, but to get rid of you he'll give you more Powder and increase your capacity to carry Bombs or Arrows. If you raised your Bomb level last time, raise your Arrow level at this opportunity.





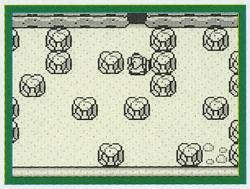
BOOMERANG

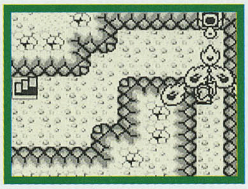
The Boomerang is the most powerful weapon in the game, but you don't need it for a successful quest. If you obtained the Magnifying Glass, take it to the seashore and look for a hidden cave.

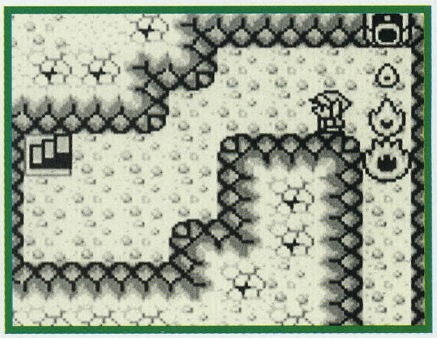


THE INCINERATOR

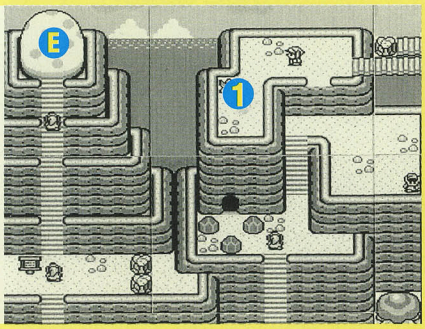
As you steal down the dark tunnel, a battering ram of flame will suddenly hurl you back toward the entrance. This is not a good sign. No attack will shut off the spout of flame and no move save one will allow Link to sneak on by. With the Mirror Shield held in front of him, Link may deflect the flames and reach the safety of the side tunnel on the left. Once you pass the flames, the route is clear to Turtle Rock.





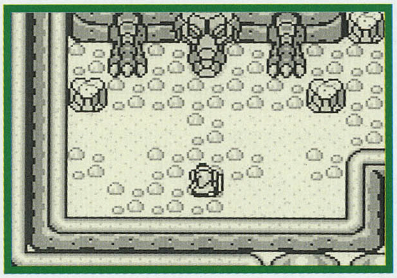


ITEM
ONE PIECE OF HEART

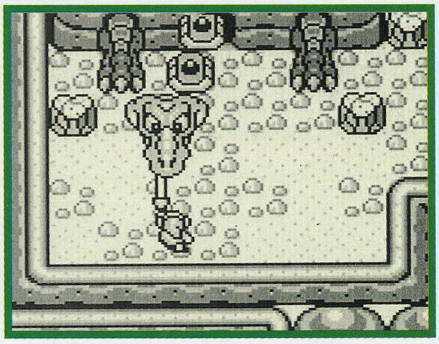


THE LIVING ROCK

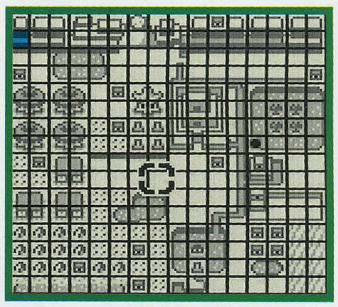
The lore concerning Turtle Rock reveals that it is more than just a carved stone high on a mountain. It seems that an enchantment was placed on the enormous Turtle (actually a Tortoise) and it was turned to stone. Only the powerful Frog Song of Soul can reverse the spell. No one is sure what will happen when the Turtle revives, but in its anger it may even turn on the person who releases it.



Play the Frog Song of Soul to wake Turtle Rock, then attack it with the Sword.



Turtle Rock

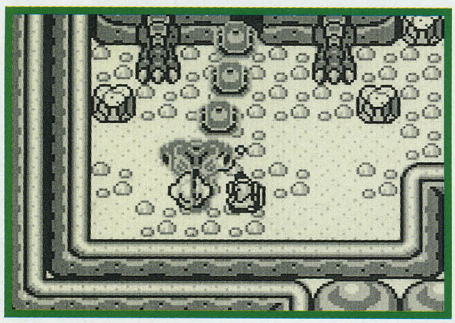


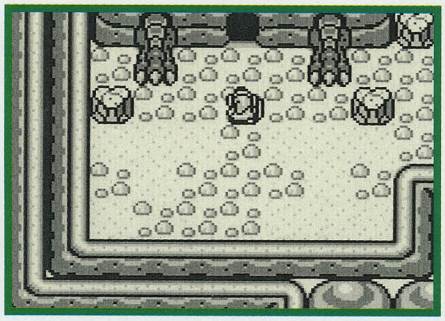
THE LEVEL TO END ALL LEVELS

Turtle Rock is the final and most complex Level. Here you'll search for the Magic Rod, which has the virtue of being able to shoot flame and melt the icy passages of this maze. Moving floors and six guardians plus Hot Head, the Nightmare, will challenge your every step.

BE PREPARED

Gaining access to Turtle Rock won't be easy. First you must reflect the Fire Spout with the Mirror Shield to win through the tunnel. Then, play the Frog Song of Soul to wake up the Turtle. Once you've defeated the Turtle, the entrance to the inner lair stands open. Although the reanimated Turtle Rock looks fierce, just stand back and let it taste the steel of your Sword.



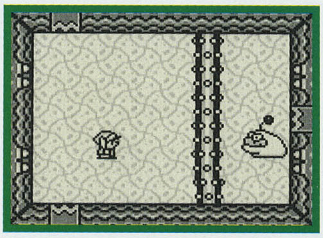


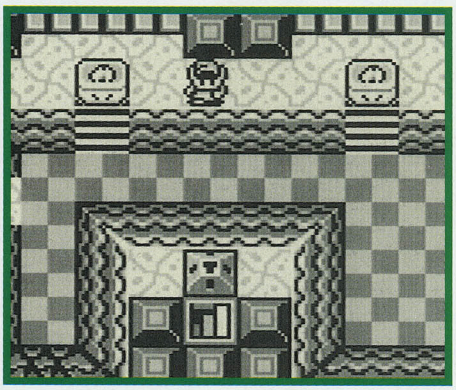
INTO TURTLE ROCK

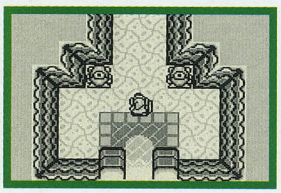
Direct the moving tile across the lava pool and get the Map. Defeat Smasher, then go left one room and make more floor with the moving tile. Defeat Hinox, Rolling Bones and the Dodongo Snakes. Get the Magic Rod by beating Blaino. Destroy Cue Ball, get the Nightmare Key and battle Hot Head.

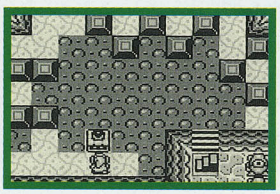
INSIDE THE SHELL

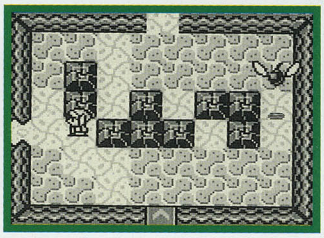
Perhaps the greatest challenge for any hero is to enter a mountain maze knowing that there may be no return. Be forewarned. Turtle Rock betrays the unwary in subtle ways: twists of the corridor, a floor that isn't a floor, frozen passages, and six powerful guardians, some which you haven't yet fought. Of course, you shouldn't get too paranoid. A little luck and a lot of persistence will win the day.





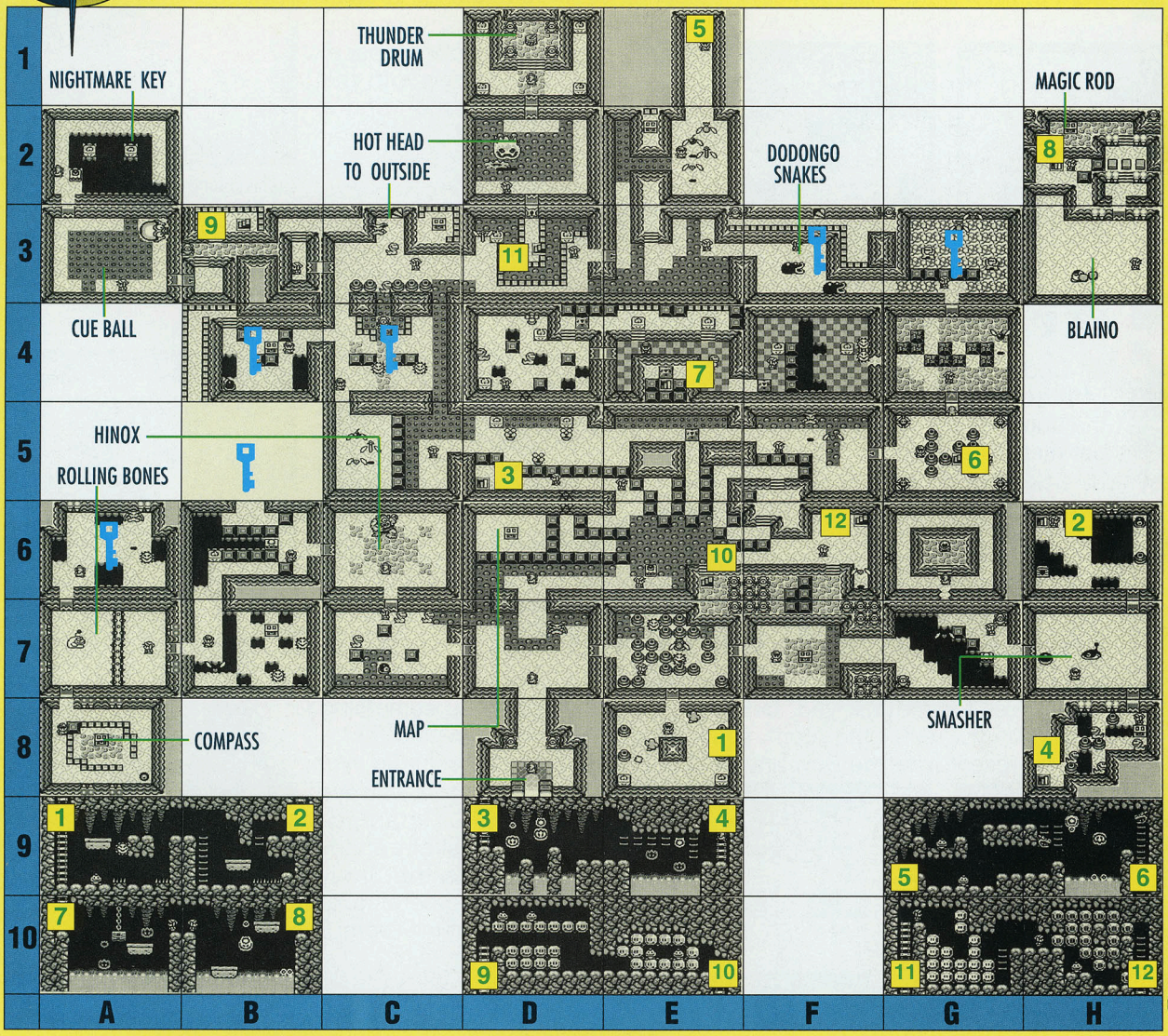






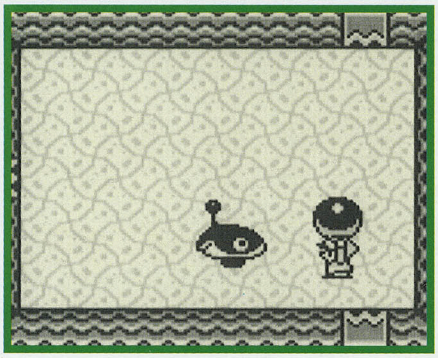
The puzzles range from pushing stones in the correct sequence to creating paths by guiding a pavement tile. The six guardians might puzzle you, too.

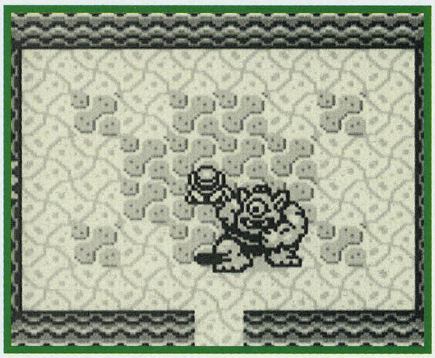
TURTLE ROCK MAP



TURTLE ROCK DATA

- 1 FLOOR
- 13 TREASURE CHESTS
- 7 SMALL KEYS
- MAGIC ROD & THUNDER DRUM
- 6 GUARDIANS

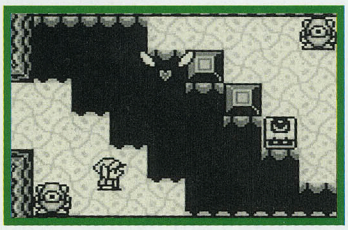


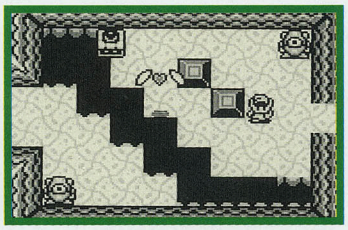


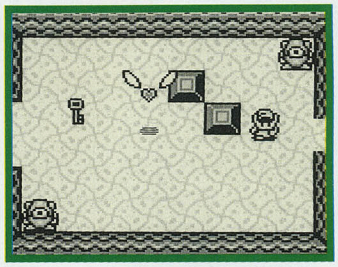
7-G

MAKE SOME SPACE

The moving tile follows your directions to create a pathway or to fill in a hole. Once you activate the tile, you can guide it by pushing the Control Pad in the direction you want it to go. Practice helps a great deal. In rooms where you find a wide open space, fill it in entirely with the tile and you may find a Small Key.





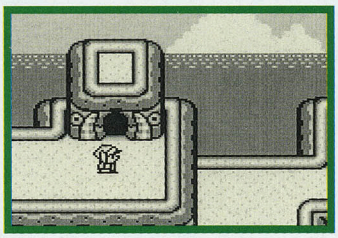


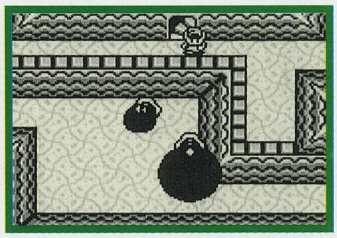
Precise control is necessary to guide the tile around the corners of some rooms. Practice makes perfect.

3-F

AERIAL BOMBING

All Dodongo Snakes are not the same. In this area, you must throw Bombs from the upper ledge in front of the Snakes to get them to eat and, eventually, explode. It isn't easy, but luckily there are lots of Bombs available in a nearby room. If you succeed, a Chest with a Key will appear.

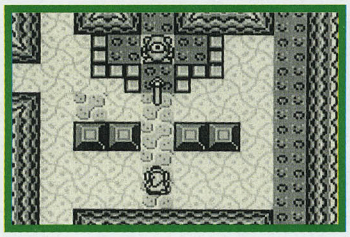


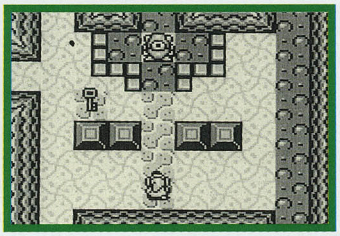


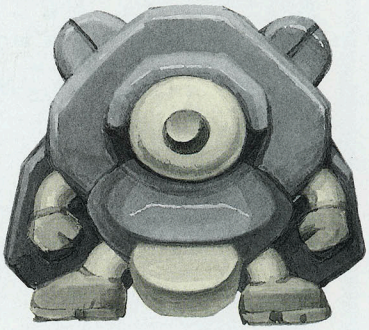
4-C

A SHOT IN THE EYE

Inanimate objects have a way of coming to life in Link's adventures. Sometimes they attack you, but often times they give you something useful. As you enter the room, you'll notice the tone indicating that a Key is present. Use the Bow and Arrows to shoot the statue in the eye. That's the trigger. Always consult your map for rooms with slight shading, because that indicates that something of value is still in the room.







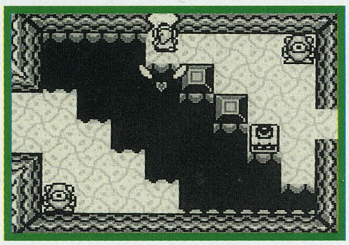
HINOX

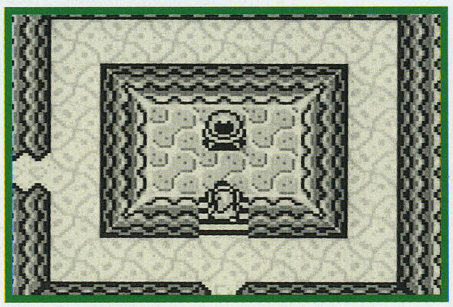
Any weapon works against this cyclops, but the Boomerang is ideal.

6-G

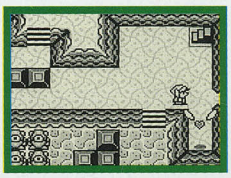
CRYSTAL PERSUASION

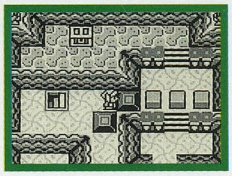
The Crystal Switch holds the secret of the Magic Rod, but it won't be easy to reach it. In the room with the moving tile, blow a Bomb in the upper wall. Now you can reach the Crystal Switch. Take the passages to the upper right hand corner where you can now reach the Magic Rod.

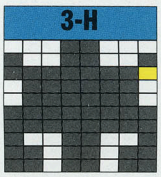




Bomb through the wall to reach the Crystal Switch and lower the Blocks.

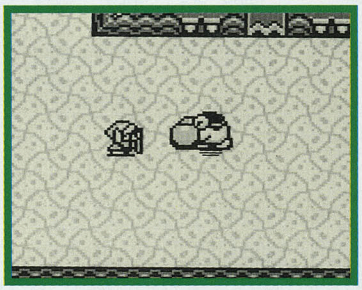


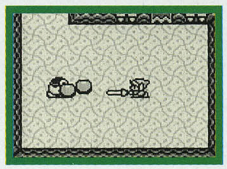




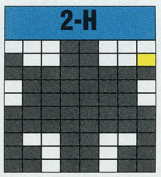
BOXING BLAINO

The wicked creature known as Blaino packs a wallop of a punch in his stubby frame. One uppercut will send Link flying back to the entrance of Turtle Rock. You'll have to be particularly quick to avoid Blaino's punches. Since he can only hit you when he's facing you directly, move in to strike him when he's facing any other direction. The Hook Shot or Boomerang can strike from a distance, which is helpful, and the Feather can keep you a jump ahead of danger.



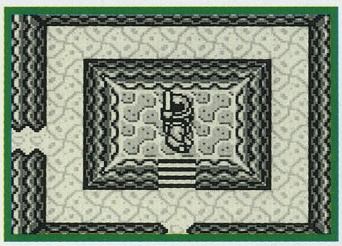


Stay out of reach of Blaino and strike only when he's facing in another direction.

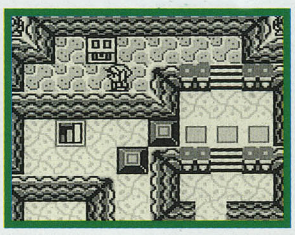


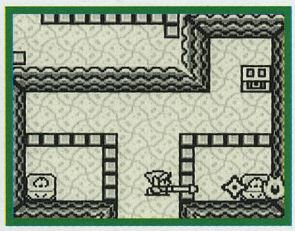
THE ROD OF FIRE

With the Magic Rod in hand you are a master of fire. In the frozen passages of Turtle Rock, this power will be the key to your progress. By melting the ice blocks, Link will be able to reach the depths of the dungeon. In the last battle, you'll fight fire with fire.



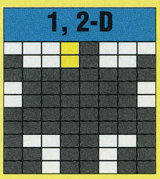
Bomb into the room with the Crystal Switch to reach the Magic Rod.





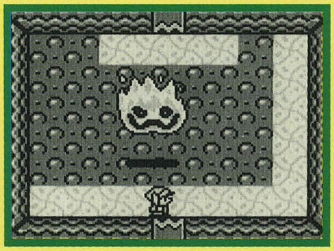
MAGIC ROD

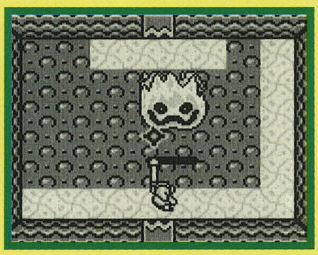
The Magic Rod fires a tongue of flame that can melt ice or toast Link's enemies.



HOT HEAD HEATS UP

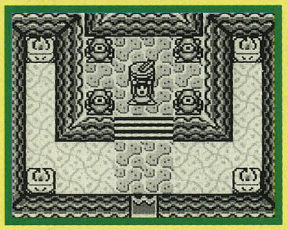
Hot Head is a creature of the fire, but fire is also his bane. Use the Magic Rod to attack this Nightmare when it rises above the boiling pool of lava. Each time Hot Head dives back into the molten pool, he'll recover energy. A quick, fierce attack is the only way to win. Once you've snuffed Hot Head's flame, move on to receive the Drum.



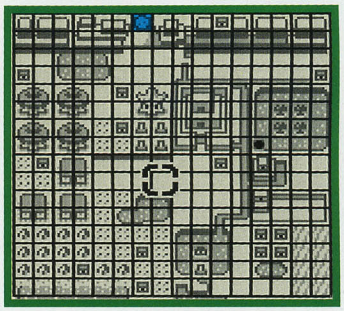


THUNDER DRUM

The beat of the Drum quickens the pulse of the listener.



The Egg

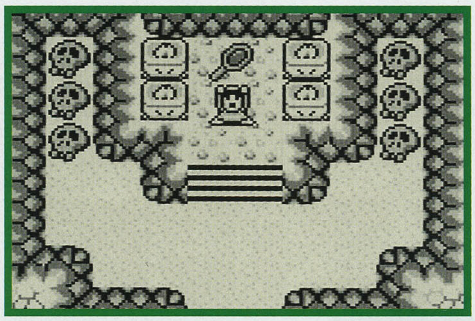


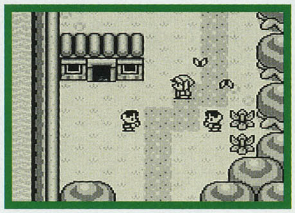
THE AWAKENING

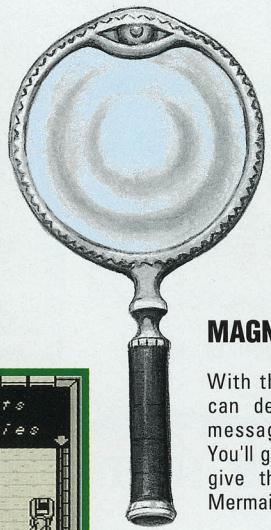
Only one more step is necessary to wake up the Wind Fish, but it is the most difficult of all. Inside the giant egg atop the mountain, Link must battle the shadows of his past if he is to succeed in his quest.

THE WINDING PATH

The Egg is only the entrance to the mountain. Inside, you'll find a secret maze and a battle arena. There are no enemies in the maze, but you have to know the correct route if you want to reach the battle arena deep in the mountain. As far as anyone knows, the route is printed only in *Dark Secrets and Mysteries of Koholint Island*–a book in the library. But there is a problem. The secret is printed in such tiny type that nobody can read it. It would take a hero with hawk eyes, or perhaps a Magnifying Glass, to read the message.





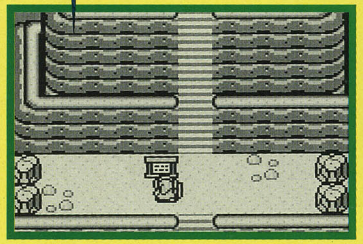


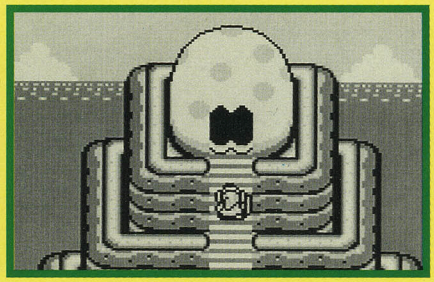
MAGNIFYING GLASS

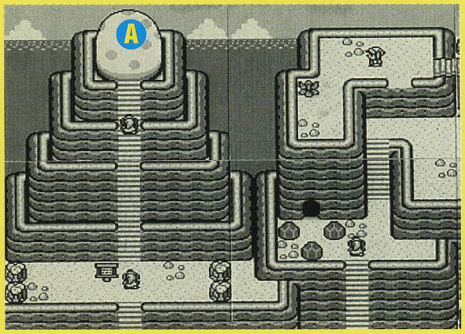
With the Glass, a hero can decode the secret message in the book. You'll get the Glass if you give the Scale to the Mermaid Statue.

POINT OF INTEREST ON THE MOUNTAIN

A THE EGG

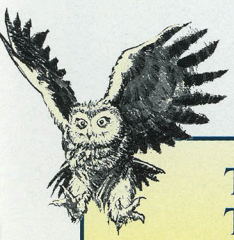






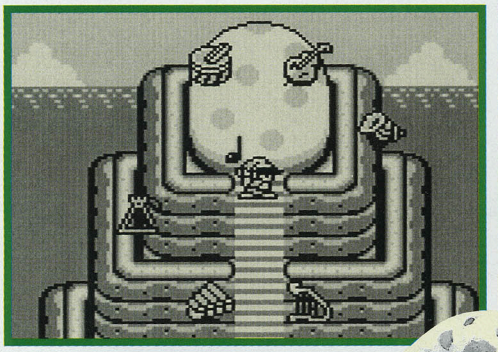
THE FINAL SONG

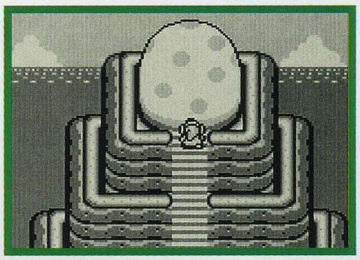
The Egg is smooth and perfect. No weapon can damage it and no magic can crack it open. Only the power of music can shatter the shell so that Link may enter. But what song will work? Manbo's Mambo always whisks you away to the warp well and the Frog Song of Soul revitalizes chickens and turtles, but doesn't seem to have much effect on the Egg. Again it is time to turn to Marin. Once you've rescued her on the mountain bridge, visit her back in the village and have her teach you the Ballad of the Wind Fish. Use the Ocarina to play this haunting melody, but only if you have gathered all eight of the instruments. Play this Ballad before the Egg.

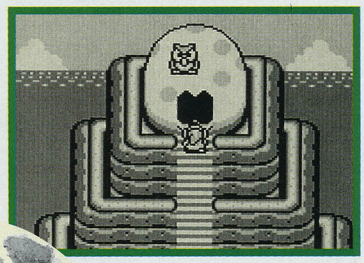


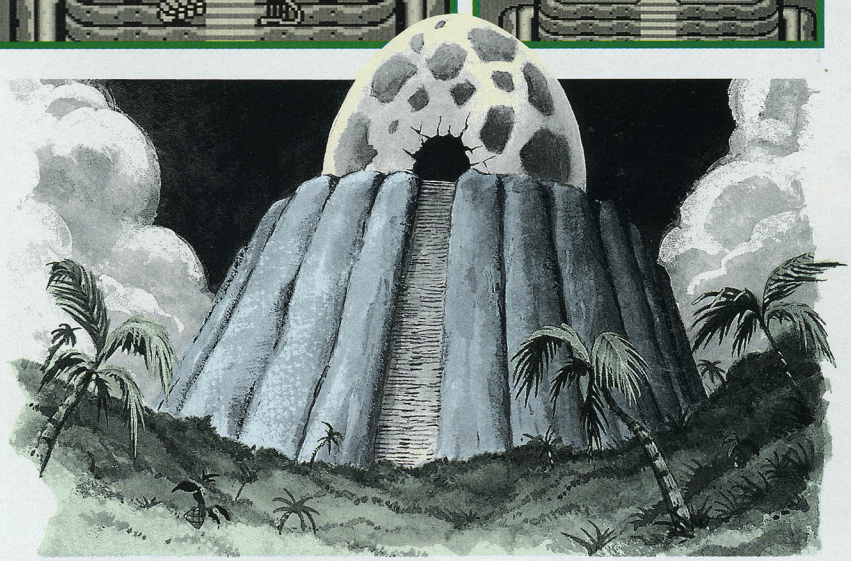
THE WAY OF THE EGG

Play the Ballad of the Wind Fish to enter the Egg. Inside, drop into the pit and take the book route through the maze. Fight the Shadows, then meet the Wind Fish.







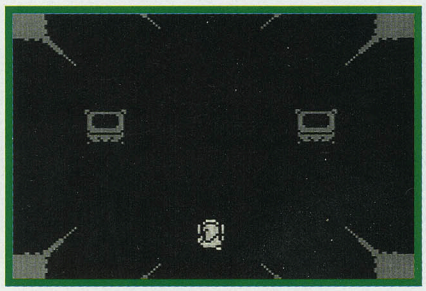


THE EGG

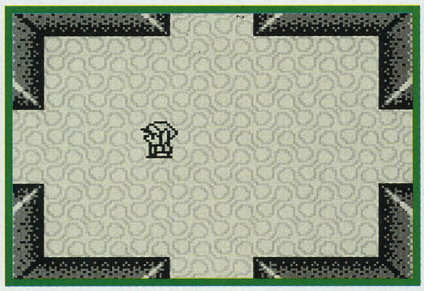
The Egg of the Wind Fish rests atop Mount Tamaranch. Nobody knows what's inside.

STEPS INTO DARKNESS

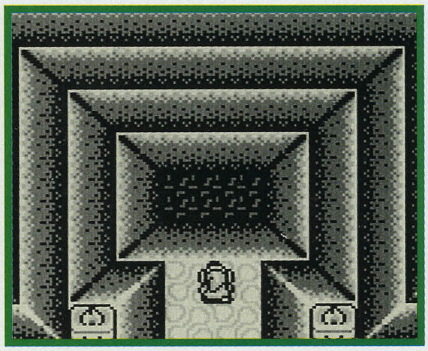
With the Magnifying Glass and the book called *Dark Secrets and Mysteries of Kohoolint Island*, an enterprising hero will uncover the secret path through the Egg Maze. What are the exact directions? They change randomly from one quest to the next. No two heroes will receive the same pattern. When you come to a pit, jump in and battle the six Shadows from Link's past.



Move forward in the dark Egg Chamber and fall into the deep maze.

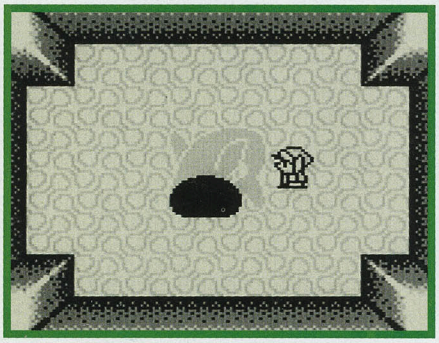


Take the route indicated in the Book in the Library to wind through the maze.

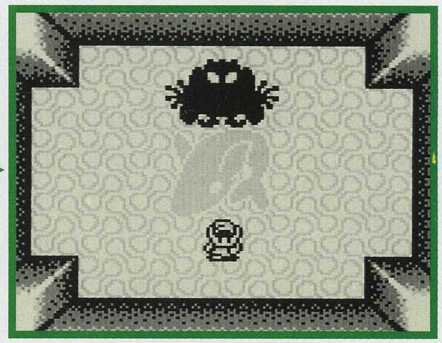


SHADOW BATTLES

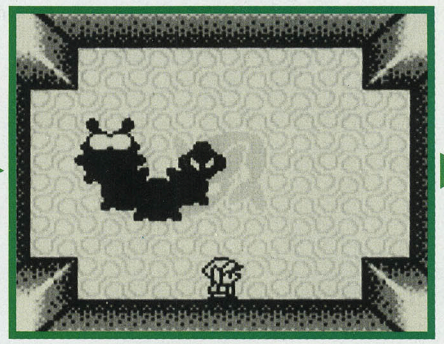
Just when you thought you could finally meet the Wind Fish, up pop the evil Shadows of Link's past battles: Ganon, Agahnim, and a Giant Gel to name a few. Each is as fierce as one of the Nightmares you met earlier in the game, but you have no respite between battles. One after another they challenge you, and you must alter your attack strategy for each of the monsters. Make sure that you've visited Crazy Tracy so that you have extra Heart energy. Also make sure that you have Powder and Arrows. Although you can defeat most of these Shadows using your Sword, it's easier if you have a full store of all your weapons.



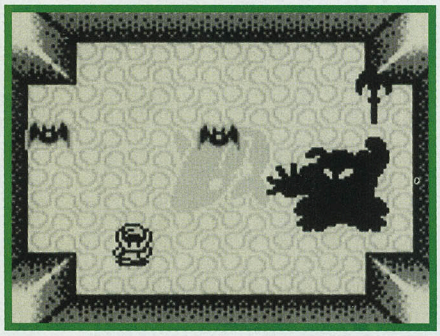
The Giant Gel is the easiest of the six Shadows to defeat. Sneak in close when it lands from one of its jumps and throw Powder on it. Three fistfuls of Powder should melt it.



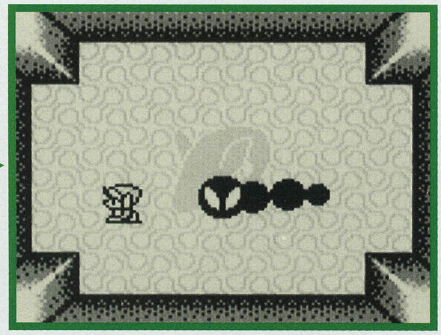
Agahnim's Shadow can be defeated by hitting his fireball shots back at him like a tennis ball. Since you don't have a racquet, use your Sword. Dodge Agahnim's multiple shots.



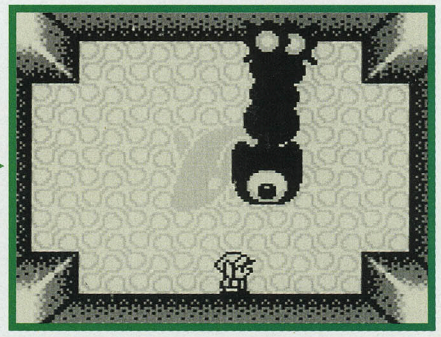
The Moldorm is more than just a memory from Link's first quest. Attack the flashing section of the tail as the creature writhes about the room, then protect Link with the Mirror Shield.



The Shadow of Ganon will remind heroes of their final battle in A Link To The Past. Use the Pegasus Boots and Sword to mount a Dash Attack time after time. It takes about twelve hits!



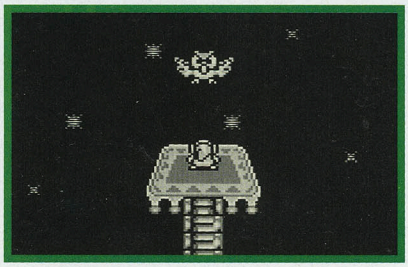
The Lanmola looks menacing, but it can't take the heat of battle, especially if you attack it with the Magic Rod. Don't even waste your time trying other weapons on this wicked worm.

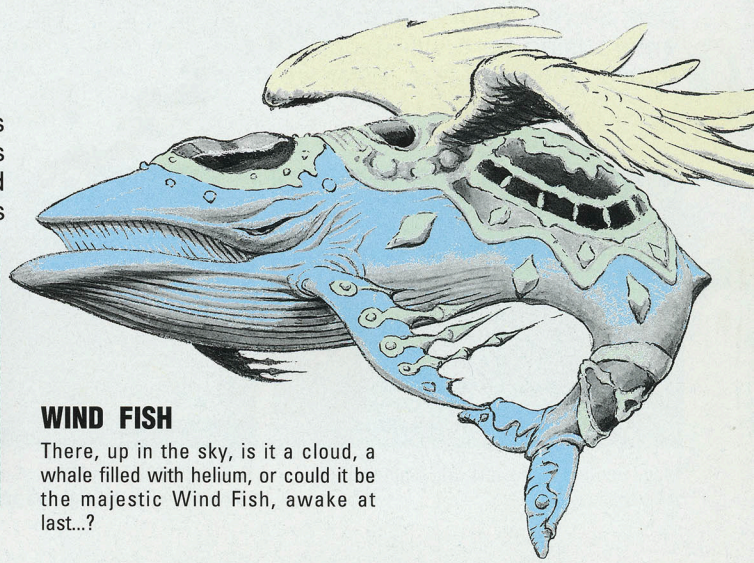


Finally there's Dethl, a monster with one eye and two tentacles. Arm Link with the Feather and Bow. When a tentacle swings near you, jump over it, then shoot at the open eye.

AWAKE AT LAST

With the Shadows defeated and the Nightmares destroyed, the truth will finally emerge. The Owl returns to deliver his final message, and the story of the Wind Fish is revealed at last. Be prepared for either joy or loss because your victory might spell the ruin of Koholint Island and all of its inhabits.





WIND FISH

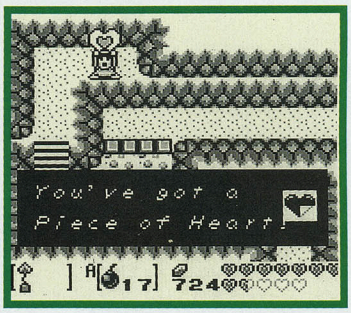
There, up in the sky, is it a cloud, a whale filled with helium, or could it be the majestic Wind Fish, awake at last...?

PROFITS & PERILS

Pieces of Heart and Secret Shells

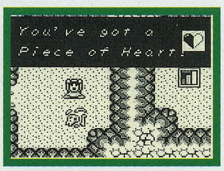
LOOK IN EVERY NOOK AND CRANNY TO FIND THEM ALL

In all, there are 12 Pieces of Heart and 26 Secret Shells. Some of them are easy to find, but some of them are tucked away in places that are well off the beaten path. If you see a lone stone or a prominently placed bush, be sure to check under it.



BE HALE AND HEARTY

If you find every Piece of Heart, you can add three extra Heart Containers to your Heart Meter. You start with three Heart Containers and add one every time you defeat a Nightmare, so if you add the three extras, you can finish with a total of 14.

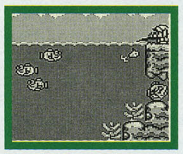


MABE VILLAGE

After you retrieve your Sword, return to Mabe Village, cut the center bush down and jump into the well.

ITEM NEEDED: THE SWORD

THE FISHING POND



Try your hand at fishing in the pond north of Madame MeowMeow's. The Heart Piece is in a big fish.

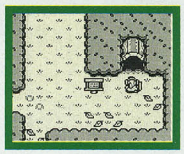
ITEM NEEDED: RUPEES

KOHOLINT PRAIRIE

This piece is in plain sight, but you need Roc's Feather to get it. Equip the Feather and jump over to it.

ITEM NEEDED: ROC'S FEATHER

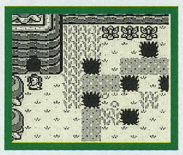
MYSTERIOUS FOREST



Take the path that you used to find the Sleepy Toadstool and use the Power Bracelet to move the skull.

ITEM NEEDED: POWER BRACELET

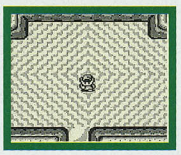
UKUKU PRARIE



Use a Bomb to open this secret cave, then use the Pegasus Boots inside to collect the Piece of Heart.

ITEMS NEEDED: BOMB, PEGASUS BOOTS

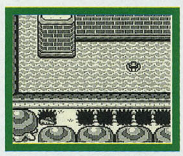
YARNA DESERT



Exit to the right, Bomb through the wall behind the Owl, then enter and go up and over to Bomb again.

ITEM NEEDED: BOMB

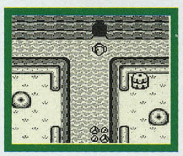
KANALET CASTLE



Take the steps behind the Castle into the water, then swim around the north-west corner and dive in this area.

ITEM NEEDED: FLIPPERS

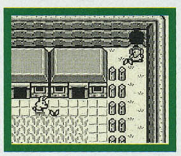
TAL TAL HEIGHTS



Go right from the key hole and jump into the water. Swim up into the cave and dive to find the Heart.

ITEM NEEDED: FLIPPERS

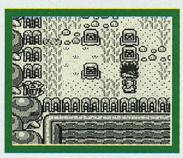
ANIMAL VILLAGE



Take the path outside the fence. Bomb the wall then enter and use the Hook Shot to reach the Piece of Heart.

ITEMS NEEDED: BOMB AND HOOK SHOT

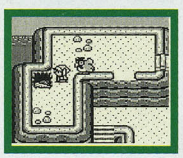
CEMETERY



Go to the Cemetery and push the Tombstone on the right up. Enter the secret passage to find the Piece of Heart.

ITEM NEEDED: HOOK SHOT

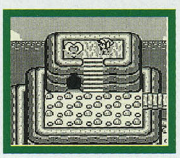
EASTERN TAL TAL MOUNTAINS



Cross the rope bridges to this point. Move the boulder and take the stairs to find the Piece of Heart.

ITEM NEEDED: BOMB

WESTERN TAL TAL MOUNTAINS

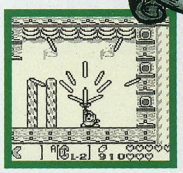


This one's a piece of cake--simply climb the stairs and claim your Piece of Heart.

ITEM NEEDED: NO ITEM NEEDED

SOME SEA SHELLS ARE FAR FROM THE SEASHORE

The game tells you only that something special will happen when you collect enough Secret Shells. If you take 20 of them to the Seashell Mansion, you'll earn the Level 2 Sword. To get extras, go to the Mansion when you have either five or ten Shells.Get freebies when you have exactly five or ten.



MABE VILLAGE

Go to the bushes south of the Shop and cut them down until you find the hidden Secret Shell.

MABE VILLAGE

Take the Shovel to the little hut hooked to Madame MeowMeow's house. Dig to find a Shell there.

THE TAIL CAVE

Bomb through a wall in the Tail Cave to find a hidden Treasure Chest that holds a Secret Shell.

KOHOLINT PRAIRIE

After you find the Power Bracelet, return to Koholint Prairie to get the Secret Shell from this Chest.

UKUKU PRAIRIE

Take the Shovel with you to this opening near the Ghost's Grave and dig to find a Secret Shell.

UKUKU PRAIRIE

Go to the Seashell Mansion with your five Secret Shells to get a present: an extra Shell, all wrapped up.

UKUKU PRAIRIE

An X marks the spot, just north of the Key Cavern. Use the Shovel to dig in the center of the cross.

UKUKU PRAIRIE

The wise Owl hides a Secret Shell at his feet. Before you trade the Shovel away, use it to dig up the Shell.

UKUKU PRAIRIE

After you clear the mob of Moblins, use the Power Bracelet to pick up this stone. The Shell is under it.

UKUKU PRAIRIE

Look under the bushes on this plateau in the Ukuku Prairie for another of the Secret Shells.

UKUKU PRAIRIE

Return to the Seashell Mansion with your ten Secret Shells to find another pretty package holding a Shell.

MARTHA'S BAY

Go to this point near the statue of the mermaid in Martha's Bay and pull up a bush to find another Shell.

RICHARD'S VILLA

After you return Richard's Golden Leaves, he unveils a stairway. Take the left hall to find a Shell.

BY THE TAIL CAVE

West of the Tail Cave is a lone tree. Put on the Pegasus Boots and ram it to knock a Secret Shell out.

BY THE PHONE BOOTH

Another tree, beside this Phone Booth, holds a Shell in its branches. Use the Pegasus Boots to make it drop.

MARTHA'S BAY

Dig in the space beside the Owl on the small island by the bridge to find another Shell.

YARNA DESERT

Cross to the east border of Yarna Desert and use the Power Bracelet to lift the boulder and uncover a Shell.

THE FACE SHRINE

Use the Level 2 Power Bracelet to move a statue in the Face Shrine. Follow the steps to find a Shell.

BY THE KEY CAVERN

Near the Key Cavern is an island where one bush grows. Use the Flippers to swim over and get the Shell under it.

MARTHA'S BAY

Another Secret Shell is under a bush on this tiny island in Martha's Bay. Reach it by using the Flippers.

THE GHOST'S HOUSE

The Ghost tells you to return to his house after you take him to his grave. Go back to find a Shell.

TAL TAL MOUNTAINS

Cross the bridges to reach this peak, then use the Power Bracelet to lift the boulder and uncover a Shell.

TAL TAL MOUNTAINS

Work your way to this Treasure Chest near the entrance to the Angler's Tunnel to find another Shell.

NEAR THE FACE SHRINE

Go to this tiny island by taking the hidden stairs near the Face Shrine. Open the Chest to find a Shell.

OUTSIDE KANALET CASTLE

Reach the secret stairs outside the walls of Kanalet Castle by using the Rooster to fly over the holes.

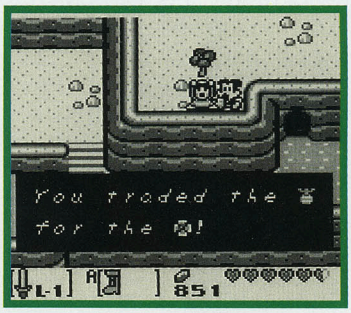
INSIDE TURTLE ROCK

To reach the ledge with the Treasure Chest that holds a Shell, fall through a hole in the floor above.

Trade Up, Power Up

TRICKS OF THE ADVENTURER'S TRADE

Link will have a lot of interaction with the people he meets. As he has in the past, he'll talk with people to get information and buy things he needs to continue. In this game, he'll also barter to get items that will be essential to his success.

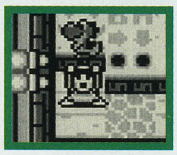


TRADING

Some characters will drop hints about things they'd like to have. File the information away. When you find the items they want, deal for something new or better. Even seemingly useless things have value to someone.

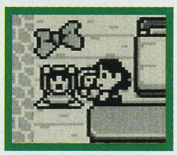
1 YOSHI DOLL

Let the dealing begin! The Quadruplets are begging for a Yoshi Doll. Win one by playing the Trendy Game and take it to their grateful mother.



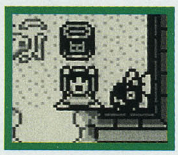
2 RIBBON

The Quadruplets' mother will give you a beautiful Ribbon in exchange for the Yoshi Doll. Madame MeowMeow's pet pup is dying for adornment.



3 DOG FOOD

Take the Ribbon to the puppy in the lean-to next to Madame MeowMeow's house. The pretty pup will trade a tin of food for the beautiful bow.

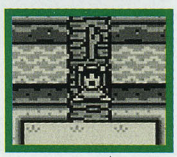


4 BANANA

What good is a can of Dog Food? Take it to Sale's House of Bananas. Sale is a collector of canned goods who will trade a bunch of Bananas for it.

5 MONKEY'S STICK

Take the Bananas to Kanalet Castle. Kiki and his monkey pals will build you a bridge in return for the Bananas–and they'll leave a Stick behind.

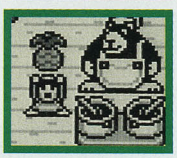


6 HONEYCOMB

Take the Monkey's Stick to Tarin, who is by the Beehive Tree. He'll use it to knock the Beehive down and recover a piece of Honeycomb for you.

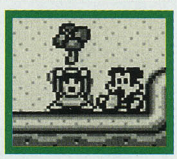
7 PINEAPPLE

Chef Bear in Animal Village will trade you a fresh Pineapple for the piece of Honeycomb. Take the Pineapple to Papahl in Tal Tal Heights.



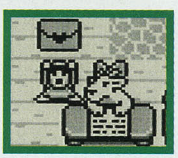
8 HIBISCUS

Papahl, father of the Quadruplets, is weary and lost on Tal Tal Heights. Give him the refreshing Pineapple and receive the Hibiscus in return.



9 THE LETTER

Take the Hibiscus to Christine, the letter-writing goat, in Animal Village. She'll ask you to deliver a letter and picture to lonely Mr. Write.

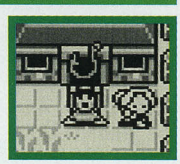


10 THE BROOM

Mr. Write will be so pleased to receive a letter that he'll give one of his only possessions, his broom, to thank you for your delivery service.

11 THE FISH HOOK

Give the Broom to Grandma Ulrira. She'll thank you by giving you a Fish Hook. Take it to the fisherman under the bridge near Martha's Bay.

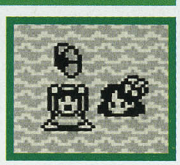


12 THE NECKLACE

When you give the fisherman the Fish Hook, he'll offer to give you what he catches in his next cast. His catch: the Mermaid's Necklace.

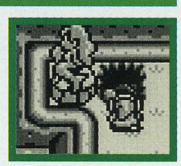
13 THE SCALE

The Mermaid has been looking in Martha's Bay for her lost Necklace. Return it to her to receive a Scale from her tail.



14 THE MAGNIFYING GLASS

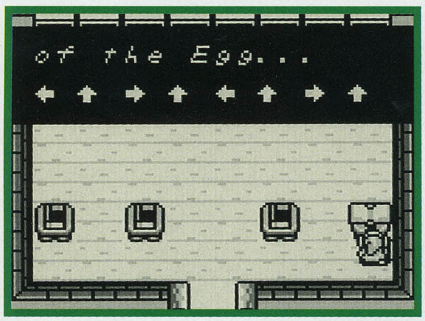
The Scale is the finishing touch for the incomplete Mermaid Statue. Stand next to the Statue to find a cave that holds the Magnifying Glass.



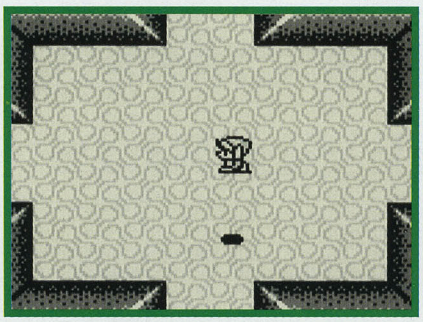
THE WAY OF THE WIND FISH

When you finally finish the entire trading process, take the Magnifying Glass to the Library in Mabe Village. Now you can read the mysterious book with the tiny print. The book will give the directions to follow through the maze inside the Wind Fish's Egg. The book will give you one of three different paths to follow. Only the one that it gives to you will work for you, but your friends might receive one of the other two randomly given routes, which will work for them.

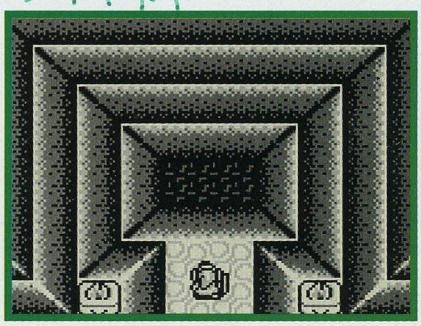
MAZE DIRECTIONS	
PATH 1	→↑↑→↑↑→↑
PATH 2	←←↑→→↑←↑
PATH 3	←↑→↑←↑→↑



There are three different paths that lead to the Wind Fish's Lair. You must follow the route given you by the *Book of Mysteries*.



After you fall into the pit in the second dark room inside the Wind Fish's Egg, you'll land here. Begin following the path from this room.

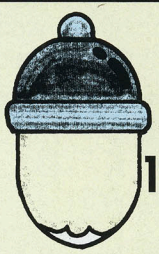


If you follow your randomly assigned path correctly, this is the last room you'll see before jumping into the pit that is the Wind Fish's Lair.

PIECES OF POWER, GUARDIAN ACORNS

Pieces of Power and Guardian Acorns sometimes show up after you defeat enemies. The Pieces of Power increase the strength of your attack, while the Guardian Acorns increase your defensive powers. It might seem like their appearances are random, but you actually earn the Power-Ups by defeating certain numbers of enemies without incurring any damage yourself. To earn a Guardian Acorn, you must defeat 12 enemies while staying out of the line of fire; to earn a Piece of Power, you must succeed in destroying between 40 and 45 enemies.

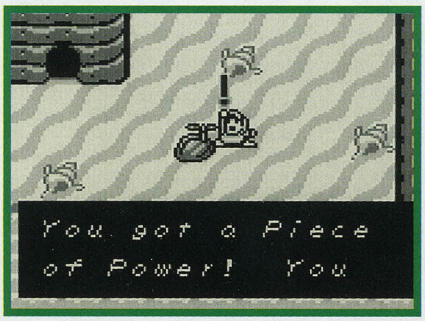
GUARDIAN ACORNS



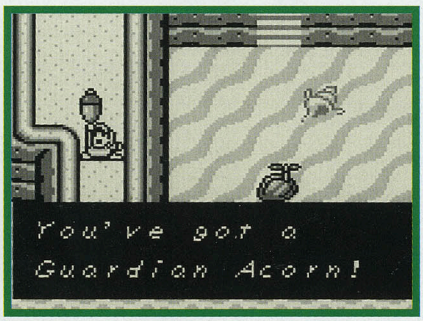
DEFEAT 12 ENEMIES

PIECES OF POWER

DEFEAT 40-45 ENEMIES

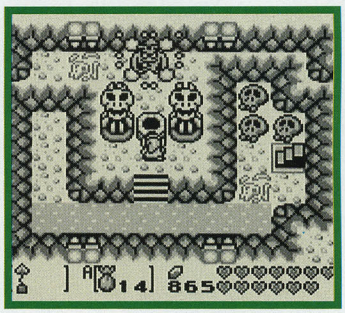


When you pick up a triangular Piece of Power, you'll find your Sword infused with power and capable of lethal blows. Beat 40-45 enemies to earn one.



The Acorn of Defense doubles your defensive powers. You can earn one by defeating 12 of your enemies without being damaged.

Secret Sites

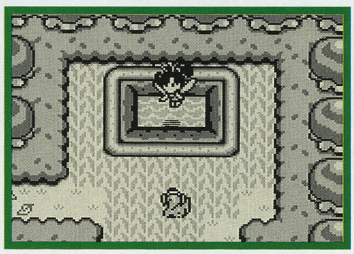


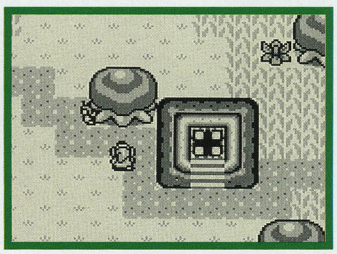
GO OFF THE BEATEN PATH

Many of the best places on the island are well hidden, so you'll have to explore out-of-the-way areas to find them. They hold secrets such as Faerie Springs, jewels, tools and weapons.

SEARCH OUT THE SECRETS

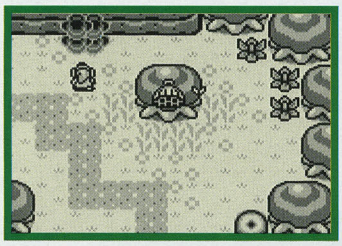
If you played The Legend of Zelda: A Link to the Past on your Super NES, you know that Link can uncover lots of secrets if he searches hard enough. Link's Game Boy adventure is packed with secrets, too. Treasures fall from certain trees, particular walls disintegrate when they're bombed and some secret stairs lead to lairs inhabited by an ill-tempered Bat who will add supplies to your backpack when you wake him.

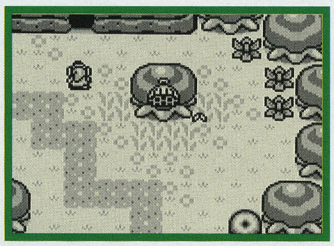


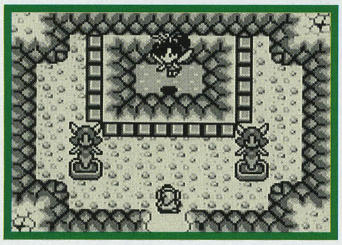


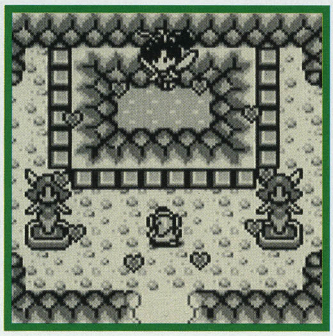
FIND THE FAERIE SPRINGS

Learn the locations of all of the Faerie Springs, so you can return to them when your Heart Meter needs refilling. They're situated in handy places, but it's not always obvious that they're there.



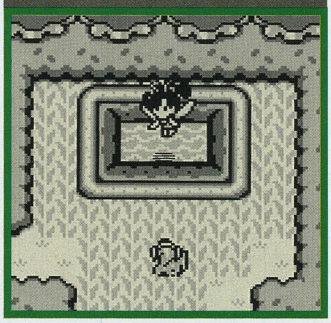




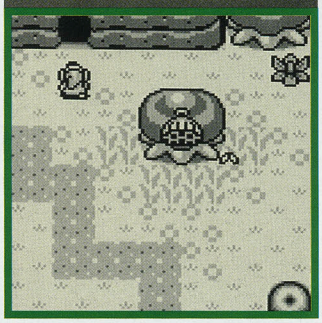


There is a spot in the wall behind the Honeycomb Tree that is a bit odd. Bomb through it to find a Faerie Spring.

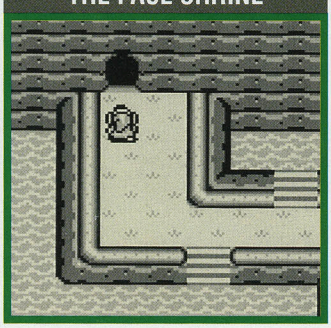
MYSTERIOUS FOREST



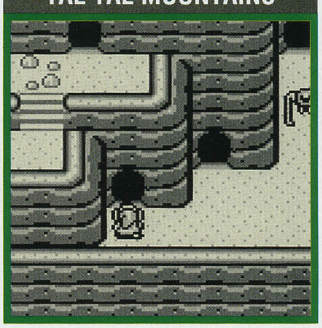
UKUKU PRAIRIE



THE FACE SHRINE

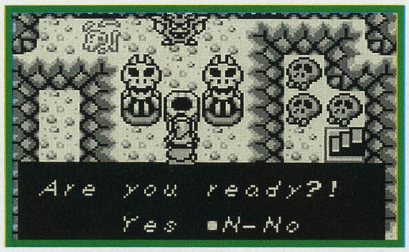


TAL TAL MOUNTAINS

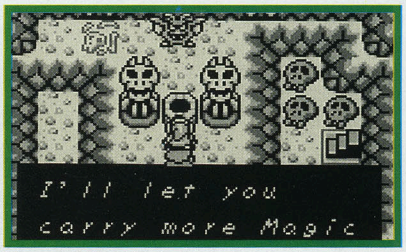


MEET THE MAD BATTER

When you discover rooms that have single Lamps flanked by statues, get out your Magic Powder. It might not be dark inside, but lighting the Lamp makes things happen. This time, it wakes a cranky Bat who thinks he's going to punish you by making you carry more Magic Powder, Arrows or Bombs.

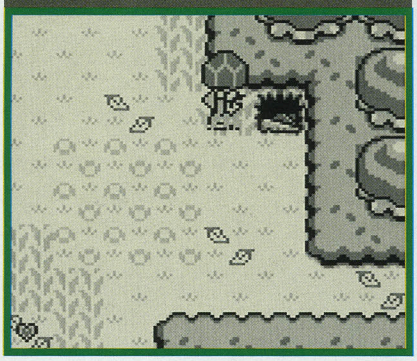


The choice is yours, but the extra weapons and Powder you can carry will come in handy.

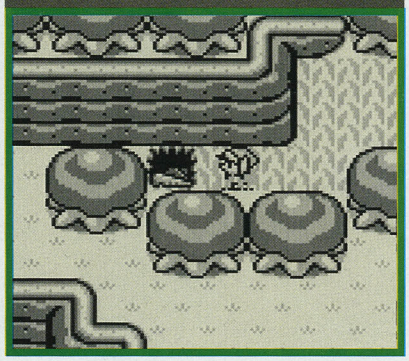


The mad Bat thinks he's burdening you, but he's really doing you a big favor.

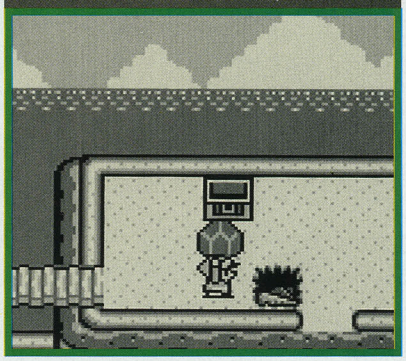
MYSTERIOUS FOREST



MARTHA'S BAY



TAL TAL MOUNTAINS

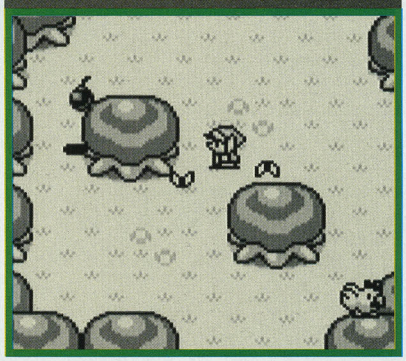


TREE TREASURES

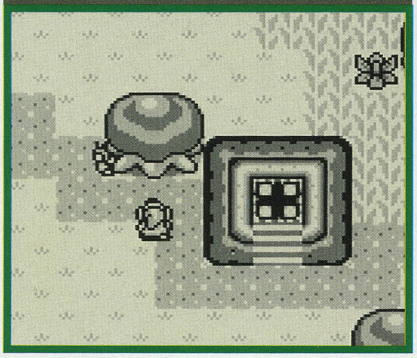
Some innocent looking trees are hiding treasures in their branches. Once you have the Pegasus Boots, take a trip around the island checking all of the trees. Bash into the trees to see what falls out. Sometimes you can shake Bombs, Secret Shells, Faeries or other useful items out of them. You'll most often find things in trees that are standing alone, such as the one behind Marin and Tarin's house.

MABE VILLAGE

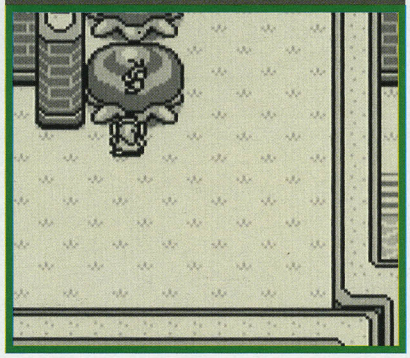
MABE VILLAGE



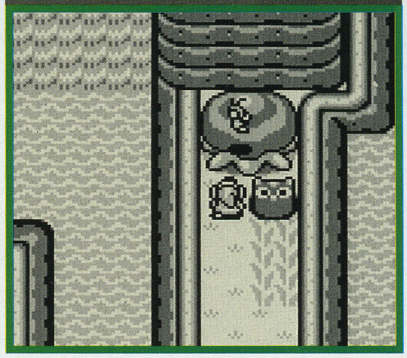
UKUKU PRAIRIE



KANALET CASTLE



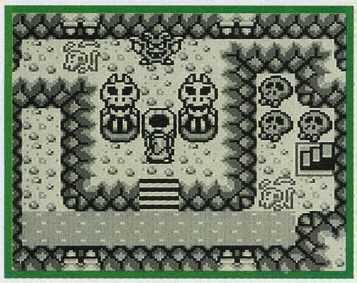
FACE SHRINE

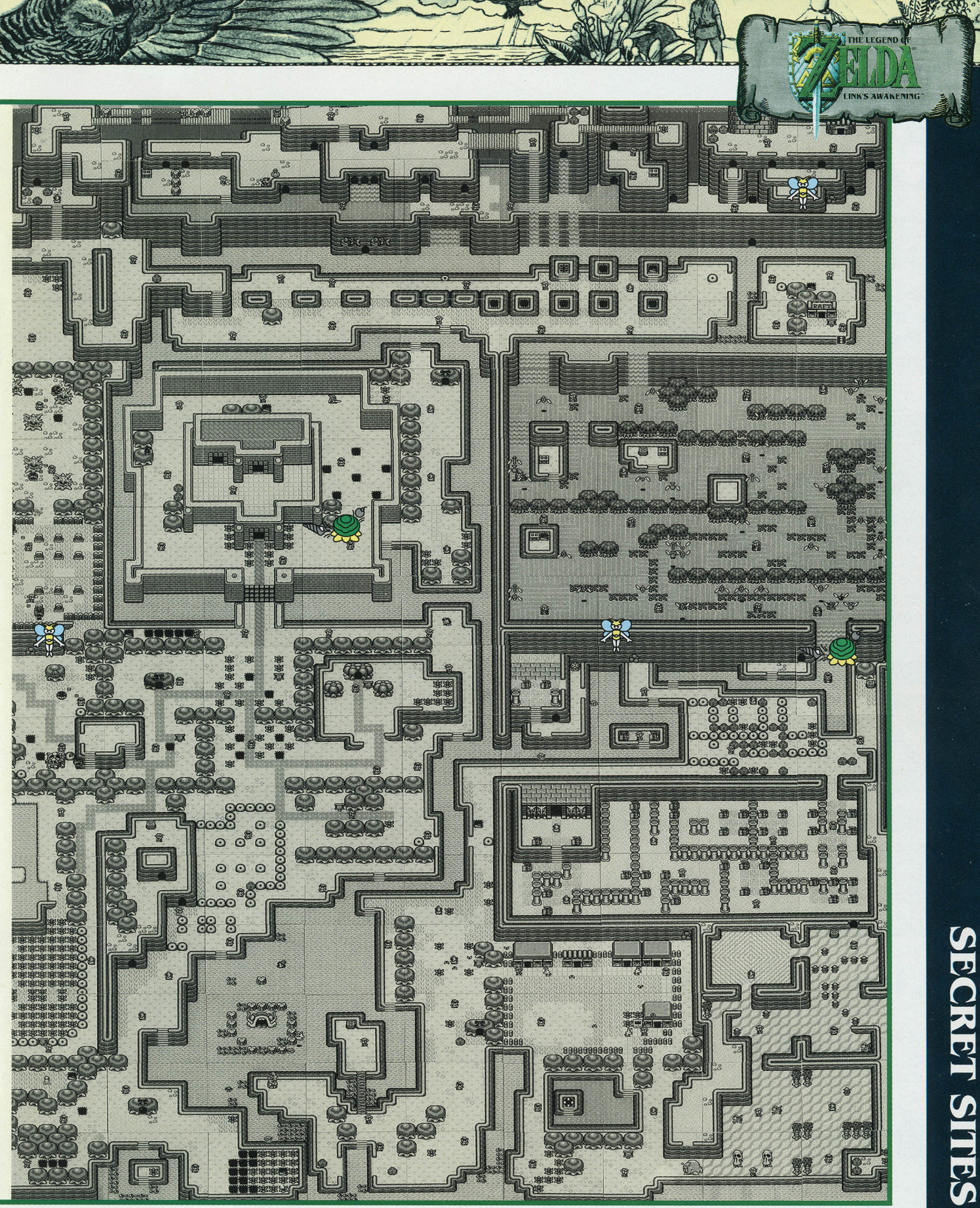


Secret Sites

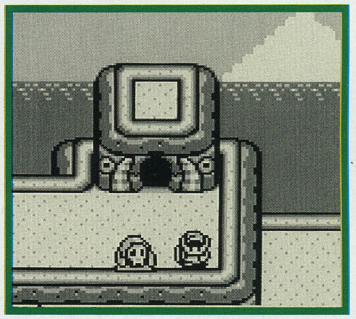
Check this map of Koholint Island to find the secret sites described on the previous two pages. Seek them all out and discover the hidden treasures they hold.

KEY
FAERIE SPRINGS
MAD BATTER'S LAIRS
TREASURE TREES




THE LEGEND OF
ZELDA
LINK'S AWAKENING

Enemy Roster

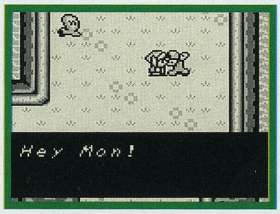


GET TO KNOW THE CREATURES OF KOHOLINT

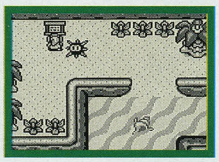
One of the main challenges on Koholint is the constant attacks by the monsters that have taken over many areas of the island. Here in the Enemy Roster, you'll learn how to defeat them in battle. The icons beside each entry show the best weapons to use.

BATTLE BASICS

Learn about the foes that lurk in different habitats so that you will be prepared to face them. In Link's Awakening, you'll face super strong Nightmares, fierce dungeon guardians, and lots of lesser creatures.

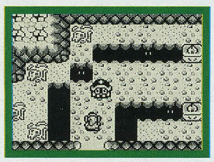


30 OVERWORLD ENEMIES



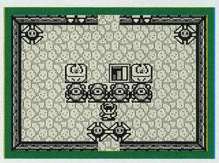
In the overworld map areas of Koholint, you'll encounter 30 species of enemies. Some of them fly and others swim, but they can all be found outdoors.

32 UNDERWORLD ENEMIES



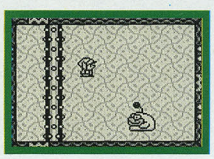
These creatures of darkness dwell in the caves and tunnels of Koholint. They often hide in the shadows and attack the unwary.

14 TRAPS



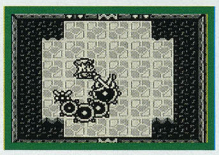
These Traps can be found in many locations, including dungeons and tunnels. Some actively attack Link while others wait to be triggered.

14 GUARDIANS



You'll find these bruisers inside the Nightmare lairs. Each has a special attack, and none is easy to defeat. Many of these creatures can be found in more than one dungeon.

9 NIGHTMARES



Each Nightmare lair contains one Nightmare and the Wind Fish's Egg contains the six Shadows (here counted as one boss).

WHAT TO USE

SWORD

HOOK SHOT

MAGIC POWDER

MAGIC ROD

BOMBS

BRACELET

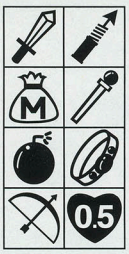
BOW & ARROWS

DAMAGE PTS.

Use the item indicated for the most effective attack. Items in the shaded boxes are not effective against that enemy. Sometimes more than one item must be used, or a weapon must be used with a tool like the Boots or Feather. One special icon shows how much damage you'll receive from a foe. The number in the Heart indicates how many Hearts will be drained by one hit from the monster.

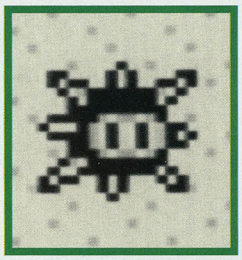
30 OVERWORLD ENEMIES

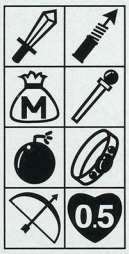
OCTOROKS



Octoroks spit out rocks when they see Link in front of them. Use the Shield to block the rocks then attack with the Sword.

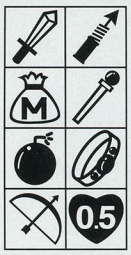
SEA URCHINS





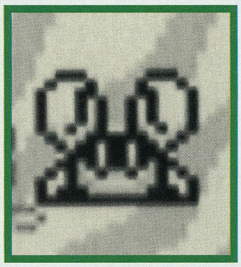
These spiny fellows are a problem only when Link hasn't yet found his Sword. In that case, push them out of the way with the Shield.

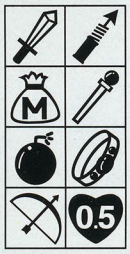
LEEVERS



Leevers live deep in the sand and attack by drilling up into the air. Attack with your Sword and protect yourself with the Shield.

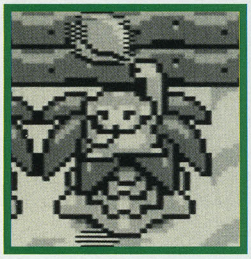
SAND CRABS

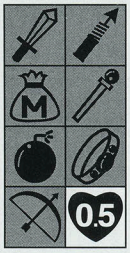




Crabs scurry along sideways, and they can move fast. Still, a crab with all of its armor is no match for a hero with a sharp blade.

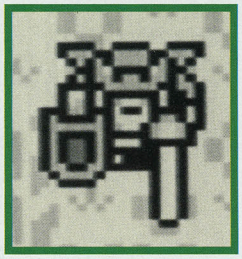
MONKEY

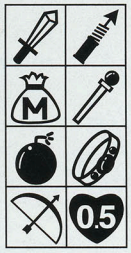




This pesky primate hides in a palm tree and hurls coconuts at passersby. If you have the Boots, Dash against the tree to knock him out.

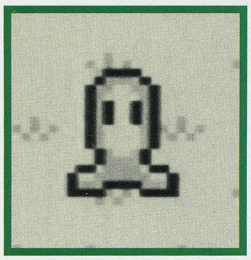
SWORD MOBLIN

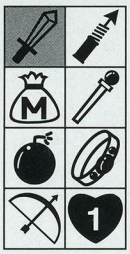




Sword Moblins are one of the most common enemies in the forests and mountains of Koholint. Fight them with Sword and Shield.

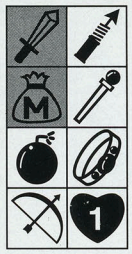
BUZZ BLOB





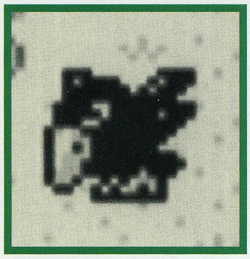
Touch this critter with your Sword and you'll take enough volts to light a small town. Use Arrows to avoid the shock.

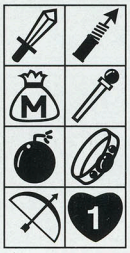
CUKEMAN



Like his cousin, Cukeman delivers a powerful jolt. He also delivers nonsensical messages if you try talking to him.

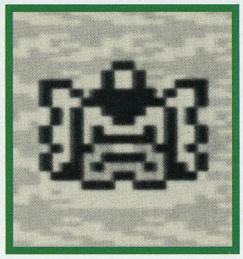
CROWS

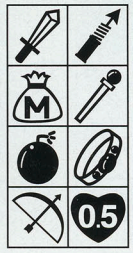




When a Crow swoops out of a tree, it seems formidable. Just stand your ground and use your Sword.

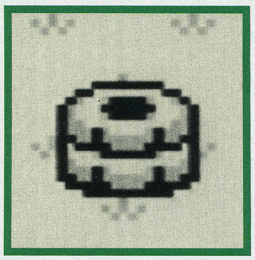
ZOLAS

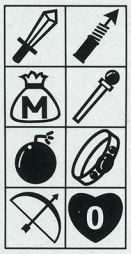




When you're in water, these creatures pop out and spit fireballs at you. Fight them with the Sword, dive or use your Shield.

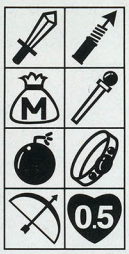
LIKE LIKES





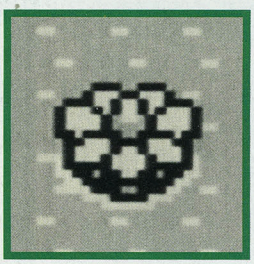
This huge, pulsating sponge swallows Link whole and munches his Shield. Use your Sword to win back the Shield.

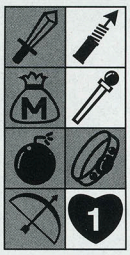
FISH



These fish have an appetite for heroes. Luckily, they have the brains of fish. Use your Sword to finish them off.

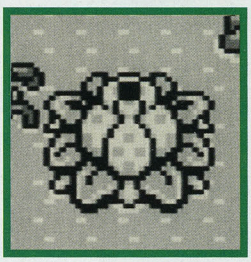
GOPONGA FLOWERS

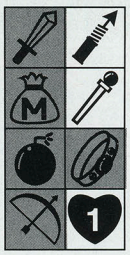




Only BowWow likes these animated plants. If you have BowWow, he'll gobble them up. You can also use the Hook Shot or Magic Rod late in the game.

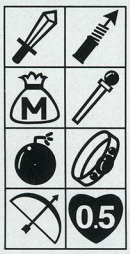
GIANT GOPONGA FLOWERS





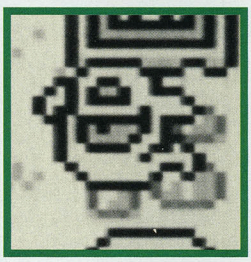
These king sized cabbages shoot poisonous spoors. Bring BowWow to feast on these pernicious plants while you dodge the shots.

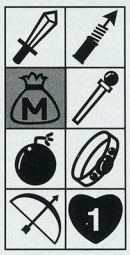
PIG WARRIORS



These fierce porkers are related to Moblins. Be prepared for them with Shield and Sword. A spinning attack will knock them out.

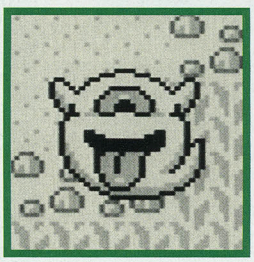
GHOSTS

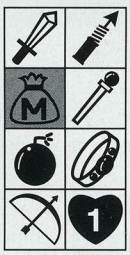




Sometimes called Ghinis, these specters are found haunting the cemetery. They'll appear when you're near a tombstone. Defate them with the Sword.

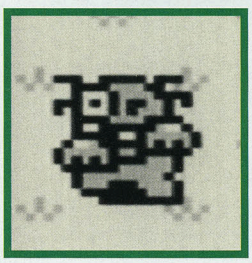
GIANT GHINI

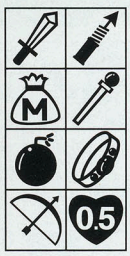




This ectoplasmic monster appears only from certain tombstones when you touch them.

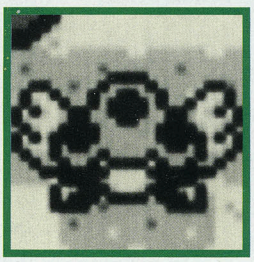
ZOMBIES

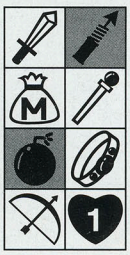




In the neighborhood of the cemetery, these ghouls rise from the path and attack. They're easy to defeat, but they keep appearing.

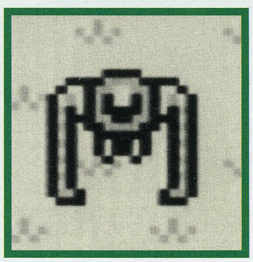
BOMBERS

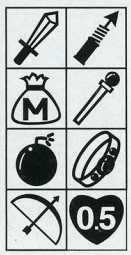




They look like flying mushrooms, but they drop bombs and are tough to destroy. Use your Whirling Blade Attack and your Shield for protection.

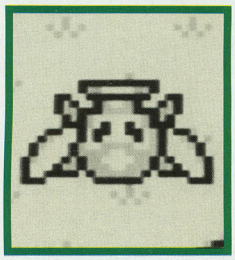
TEKTITES

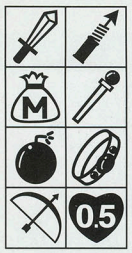




Tektites are giant, hopping spiders often found in the eastern regions of Koholint. Simply smite them with your Sword.

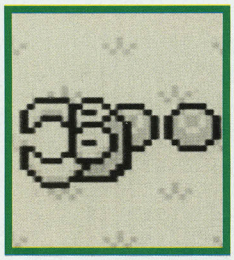
FLYING OCTOROKS

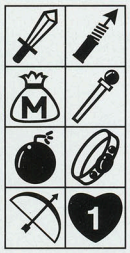




Wait for these flying cousins of the familiar Octorok to land before launching your fierce attack with Sword and Shield.

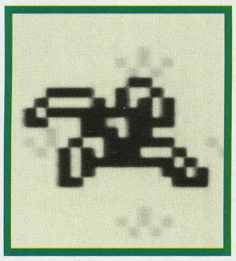
PINCERS

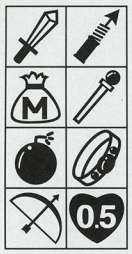




These opportunistic creatures live in holes. When you draw near, they extend their long necks and try to take a bite out of you. Use your Sword.

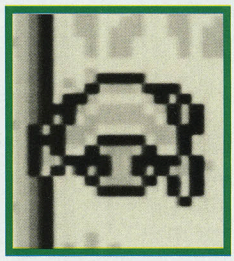
BEETLES

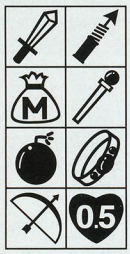




Beetles are well protected with a hard shell. They may seem indestructible, but they're not. Use your Shield to flip them, then use the Sword.

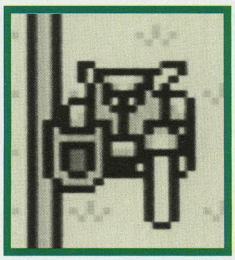
SPINY BEETLES

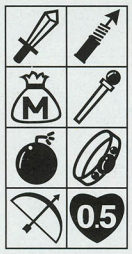




More dangerous than their smooth relatives, the Spiny Beetles can also be defeated by flipping them with the Shield then attacking with the Sword.

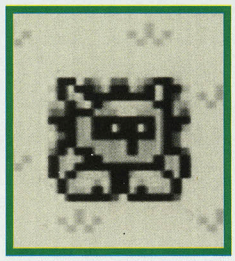
SOLDIERS

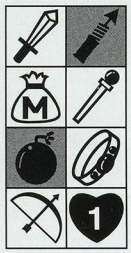




The sturdy yeomen of Kanalet are well armed but slow. A quick-moving Link can take them on with his Sword and Shield.

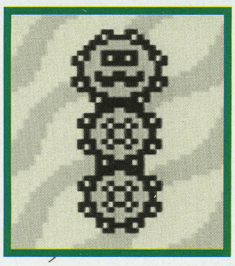
MAD BOMBER

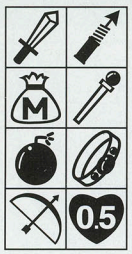




This fellow is found east of the walls of Kanalet Castle. You must anticipate which hole he'll appear in, then whack him with your Sword.

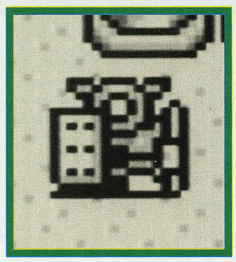
POKEY

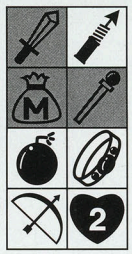




The Yarna Desert is home to the prickly Cactus. It's weakest point is its top, so hit it there with your Sword.

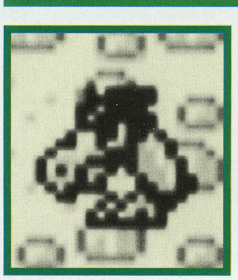
ARMOS STATUES

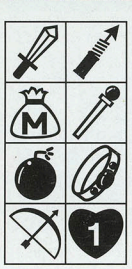




These guards in the Face Shrine come to life only when disturbed. Use Arrows to defeat them. Your Shield can protect you from their attacks.

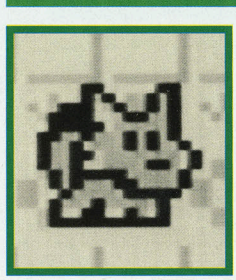
RAVENS

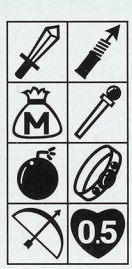




Close relatives of the Crows, these birds live in the mountains and attack when they spot you. Use your Sword to defeat them.

MUTT

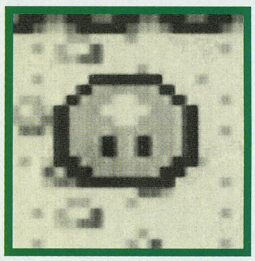


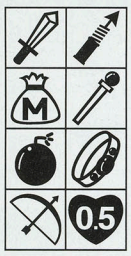


This little dog found in Mabe Village will chomp your ankle if you hit him. The lesson here is not to hit him. Be nice to domestic animals.

UNDERWORLD MONSTERS

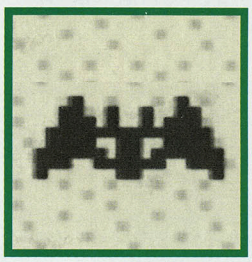
GELS

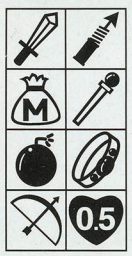




Gels pop out of the ground and come after Link. If you hit them once, they'll split in two. Use your Sword to defeat them all.

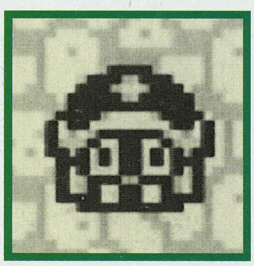
KEESE

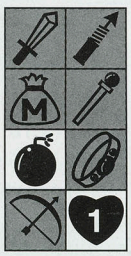




These bat-like creatures often hide along the walls of a tunnel. When you're near, they swoop at you. Keep a close watch and have your Sword ready.

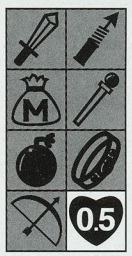
HARDHAT BEETLES





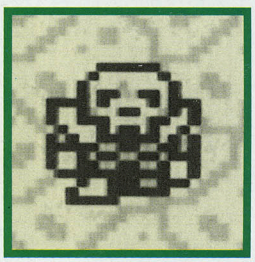
They always appear near a hole, which is lucky because the only way to get rid of them is to hit them enough times to back them into the hole.

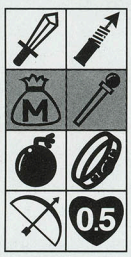
SPARKS



These fast-moving entities zip along the outlines of blocks or walls. Use your Boomerang or simply dodge them.

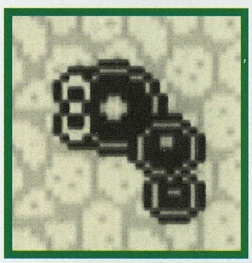
STALFOS

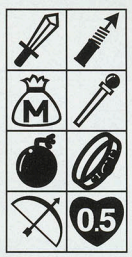




Some of them jump while others throw bones, but the Stalfos are predictable and you can beat them easily with your Sword.

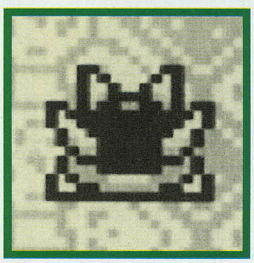
MINI MOLDORMS

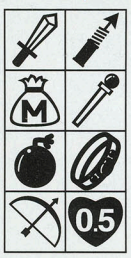




Not nearly as fierce as his big brother, the Mini Moldorm is susceptible to the Whirling Blade Attack if you plant yourself in one place.

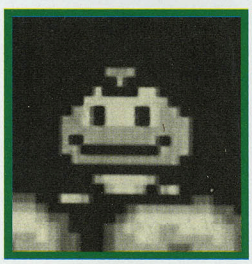
SPIKED BEETLES

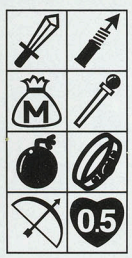




This relation to the Spiny Beetle is just as tough. Once again, flip it with your Shield and then use your Sword. Later, use the Hook Shot.

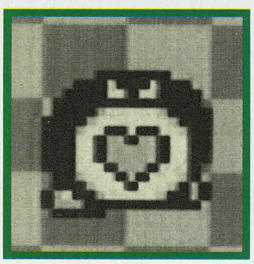
GOOMBAS

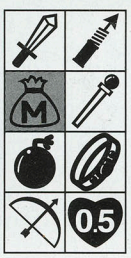




What's a Mario character doing in a Zelda game? Getting skewered instead of stomped, apparently, because they are an easy target for your Sword.

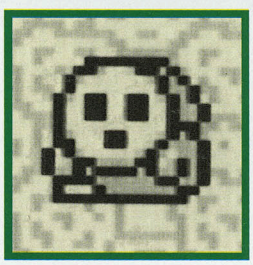
THREE-OF-A-KINDS

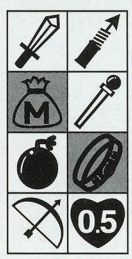




Hit each of these card creatures to stop the display on a suit: Hearts, Clubs, Diamonds or Spades. Match all three to defeat the trio.

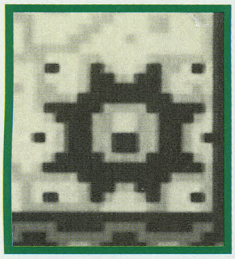
MASK-MIMICS

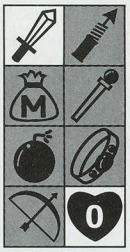




These pretenders wear masks and match your movements precisely. Use Bombs, the Whirling Blade or Dash Attack to catch them suddenly.

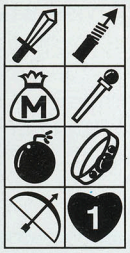
VACUUM MOUTHS





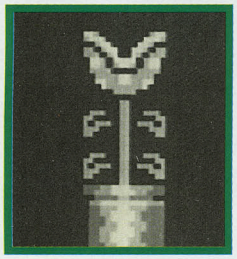
This trap tries to suck you in. Use your Sword and the Pegasus Boots and blast it with a Dash Attack.

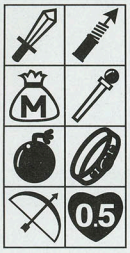
BOO BUDDLES



Another escapee from Super Mario World, the Boo Buddies can be destroyed once you turn on the lights.

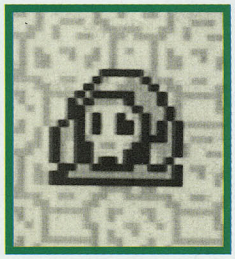
PIRANHA PLANTS

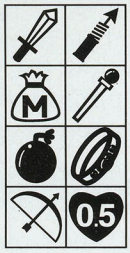




Just as in a Mario game, the Piranha is vulnerable only when it sticks its blossom out of the pipe. That's when you attack.

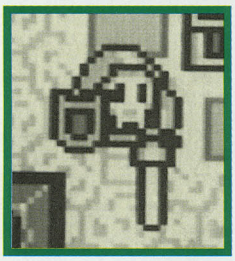
SHROUDED STALFOS

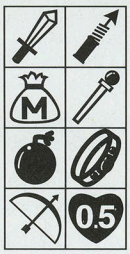




This skeleton jumps about and often throws bones at you. It's easy to dispatch it with a Sword attack. Try to pin it in a corner to get enough hits.

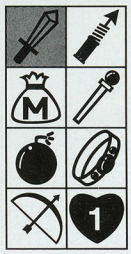
SWORD STALFOS





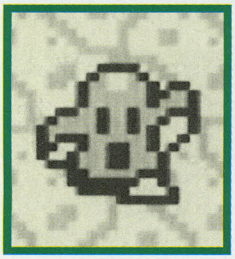
These skeletons come equipped with swords. Defend with your Shield while attacking with the Sword.

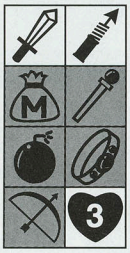
POLS VOICES



They might look like mere bunnies, but Pols Voices are fierce and cruel fiends. Smash them with pots, shoot them with Arrows or use the Ocarina to get rid of them.

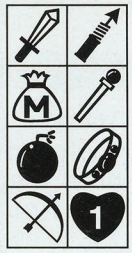
ARM-MIMIC





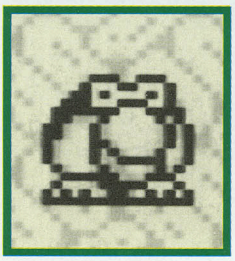
Don't sneak up on this Mimic with the cocked arms. Use the Dash Attack to bowl him over.

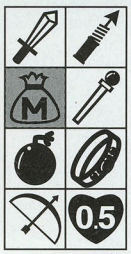
BOMBITES



There are two types of Bombite. One counts down from three before it explodes. The other ricochets around the room, then blows up. Avoid both.

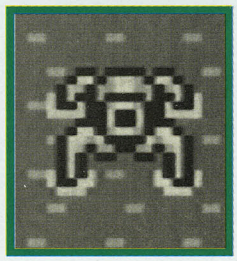
PAIRODDS

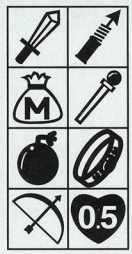




The Pairodd disappears in a flash and reappears somewhere else in the room. Use the Boots to Dash Attack it. They usually appear in pairs.

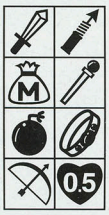
WATER TEKTITES





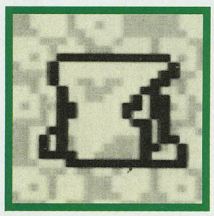
These aquatic spiders are vulnerable only when they're in shallow water. Wait for them to reach the shallows, then attack them with the Sword.

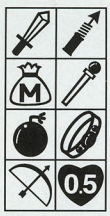
PEAHATS



These whirling plants float through the air, then settle to the ground to rest for a moment. Strike when they are resting on the floor.

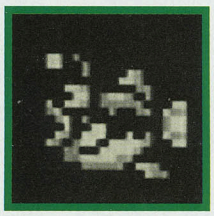
IRON MASKS

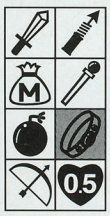




A face-off with these creatures will go poorly for Link. Try to hit them in their backside. Once you have the Hook Shot, you can snatch their masks and defeat them easily.

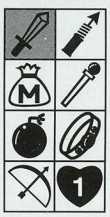
ANGLER FRIES





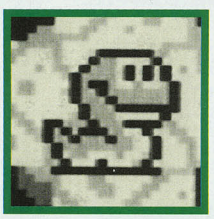
These hatchlings of the big Angler Fish shouldn't cause you any trouble. It's the big fry you have to worry about.

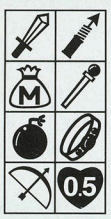
WIZZROBES



These evil wizards fire potent rays. Destroy them with Bombs when they appear. Arrows are less effective, but the Hook Shot works well.

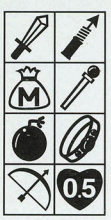
SNAKE ROPES





These snakey fellows are another of the minor enemies that shouldn't give you trouble as long as you're aware of their presence.

BIG KEESE

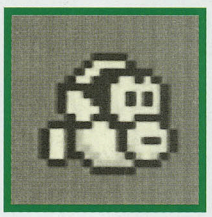


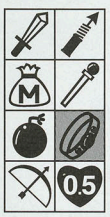
The Grim Creeper controls the six Bats at once. Destroy all of them before any of them flies away. If one escapes, you must defeat all six again.

STARS

These minor enemies whirl around the room, but they are weak and you can defeat them easily using your Sword.

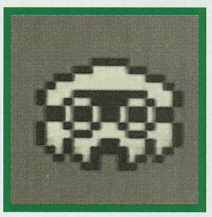
CHEEP-SHEEPS

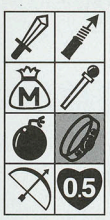




These finny fiends jump out of the water and attack in the side-scrolling areas. They're easy to avoid or defeat with the Sword.

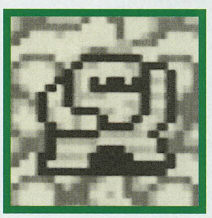
BLOOBERS

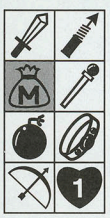




Like most of the denizens of the deep in this game, these Bloobers are easy to defeat. Just use your Sword as you're swimming.

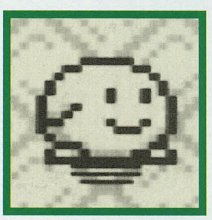
GIBDOS

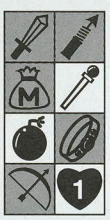




Gibdos are mummies that hide in the dark corners of dungeons. They may seem creepy, but you can defeat them with little effort.

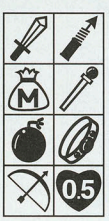
ANTI-KIRBIES





These must be Kirby's evil twins. Their vacuum-like attack sucks up heroes and everything, but you can fight your way out into fresh air.

WINGED DEMONS



These fiends show up out of the blue and swoop down on you with a vicious attack. The best weapon to use on them is the Hook Shot.

14 TRAPS

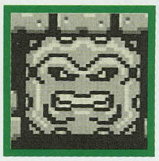
BLADE TRAPS

A pair of Blades slams together when you cross between them. Activate them, then step back. When the Blades are opening again, dart through.

ANTI-FAERIES

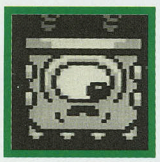
These evil sprites spin around the room causing trouble. Just as in A Link To The Past, sprinkle them with Magic Powder.

MEGA THWOMP



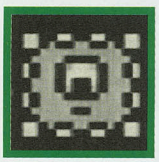
The Mega Thwomp won't move for just anyone. You have to persuade it. Dash against it using the Pegasus Boots to knock some sense into it.

SPIKED THWOMPS



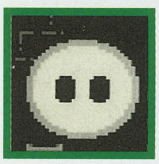
These Thwomps stare downward, waiting for an unwary hero to pass below. When you spot these traps, use the Pegasus Boots to Dash beneath them.

THWOMPS



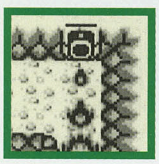
The basic Thwomp simply tries to crush anything that crosses beneath it. Use the Pegasus Boots to Dash on by.

GIANT BUBBLE



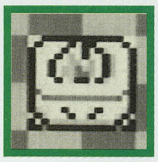
The Giant Bubble is found in only one secret passage. It bounces unpredictably about the room. Try to avoid it by using the ladder rungs on the wall.

FLAME FOUNTAIN



On the way to Turtle Rock you'll discover this geyser of fire blocking the tunnel. Use the Mirror Shield to block the flames.

FACE LAMPS

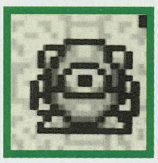


These Lamps shoot fire at you until you've finished off all of the enemies in the room. Use your Shield to deflect shots.

STONE ELEVATOR

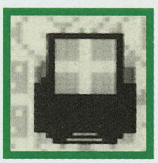
This reluctant elevator won't budge until you weigh it down. If Link is holding a pot or vase, the elevator will move.

EYE GUARDS



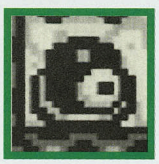
When these cyclopean statues spit fire at you, quickly defeat all the other enemies in the room to make them stop.

FLYING TILES



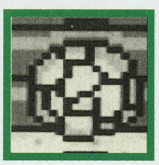
If you enter a room of Flying Tiles, the Tiles whirl off the floor and hurtle toward you one by one. Use the Shield to block them until they stop.

LASER



The laser is equipped with an unblinking eye. If it spots you, it will fire a beam. You can't defeat it, but the Mirror Shield blocks the shots.

BOULDERS



In the Tal Tal Mountains you will encounter an avalanche of Boulders. You can't destroy them, but you can dodge them and use your Shield.

PODOBOOS

Also found in the Mushroom Kingdom, Podoboos leap out of lava periodically. Time your jump across the lava pit to miss them.

14 GUARDIANS

ROLLING BONES

This unholy roller pushes a spiked log at you. Use the Feather to hurtle the log, then go after Rolling Bones with your Sword.

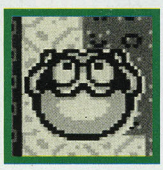
HINOX

If you attack from either side, the Hinox will grab you. Use a dodging frontal assault with your Sword. It should take eight hits to subdue him.

DODONGO SNAKES

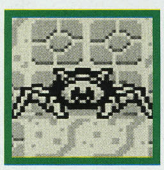
Found in several Nightmare Lairs, the Snakes can't stomach Bombs. Place a Bomb in front of its mouth and it will eat it. Three Bombs do the trick.

CUE BALL



This monster has a major weakness. Hit it in the back and it reverses direction. Trap it in the corner and keep hitting its backside.

GOHMAS

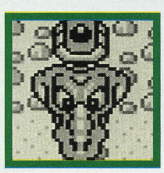


Gohmas move laterally, so stay at the bottom of the room and use the Hook Shot or Arrows when the Gohma's eye is open. It should take five shots.

SMASHER

This crazed creature throws a giant bowling ball at you. Dodge the ball, then chase it down, pick it up, and throw it back. It should take six throws.

TURTLE ROCK

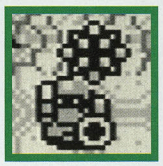


After waking the Rock, you must attack it using your Sword. Hit it in the head when it extends its neck. It looks mean, but it's really a cream puff.

KING MOBLIN

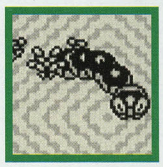
This tyrant has kidnapped Bow-Wow. When he crashes into the wall, he'll be dazed for a moment. That's the time to attack with your Sword.

KNIGHT



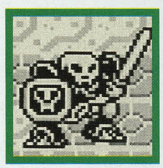
The Knight in Kanalet Castle wields a Morning Star. Use your Shield and Sword to defeat him and win one of the five Golden Leaves.

DESERT LANMOLA



The Lanmola in the Yarna Desert leaps out of the sand, then reburies itself. Anticipate where it will emerge and hit it on the head with your Sword.

MASTER STALFOS

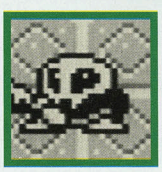


Master Stalfos appears four times in Level 5. Hit him with the Sword and he'll collapse. Now plant a Bomb on him. Repeat this three more times.

ARMOS KNIGHT

While the Armos Knight tries to stomp you, fire a continuous barrage of Arrows from the bottom of the screen. You'll need at least ten Arrows.

GRIM CREEPER



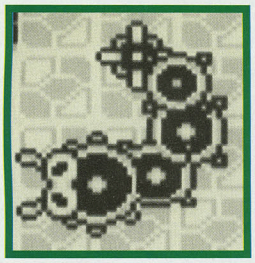
The Grim Creeper controls six bats. Defeat all six before any of them leave the screen. If you fail, you'll have to fight them all again.

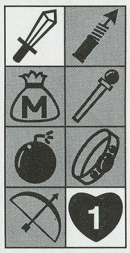
BLAINO

One punch from Blaino sends you to the entrance of the level. Dodge around the room and stab him in the back. Use the Whirling Blade Attack.

9 NIGHTMARES

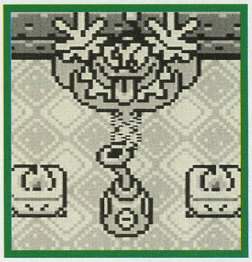
MOLDORM

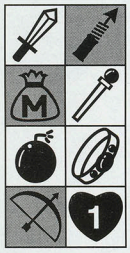




Hit the Moldorm on the tail with your Sword. Wait for it to slow down, then hit it again. Four hits should do it. Block its attacks with your Shield.

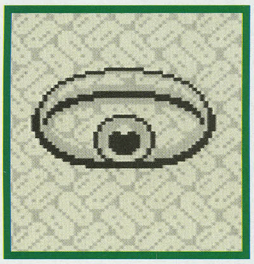
GENIE

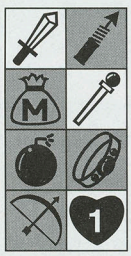




Throw the bottle, then dodge the Genie's shots and wait for it to go back inside. Now hit the bottle and throw it against the wall again.

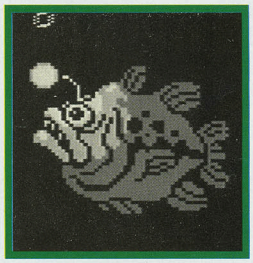
SLIME EYE

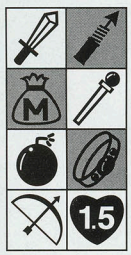




Dash against the wall to make it appear. Attack the eye, forcing it to split in two, then attack each eye separately with your Sword.

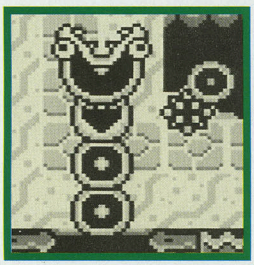
ANGLER FISH

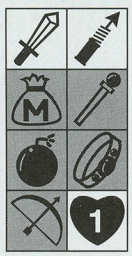




Stay left of center at the same level as the Angler's tentacle. Hit the tentacle as fast as possible 15 times. If you're slow, the Fish will charge.

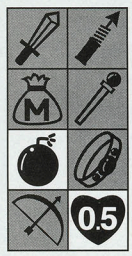
SLIME EEL





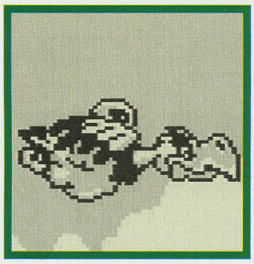
The Slime Eel's head emerges from one of four holes. Use your Hook Shot to pull the head out, then attack it. There's a real Eel and a fake Eel.

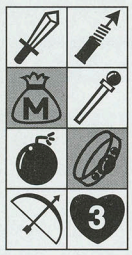
FACADE



Hit or block the Flying Tiles, then drop Bombs on the face of Facade. Five Bombs is all you need. Facade flashes when it takes damage.

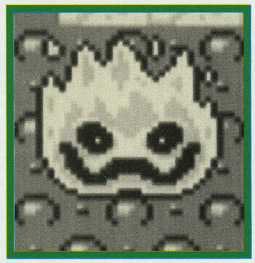
EVIL EAGLE

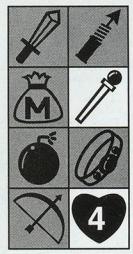




Use the Mirror Shield to block the Feathers or Wind. Attack it with the Hook Shot when it swoops at you. Hit it six times without falling off the tower.

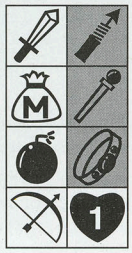
HOT HEAD





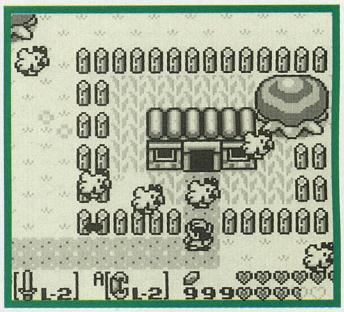
With the Magic Rod, fire repeatedly at Hot Head while avoiding his attacks. It will take 25 hits to cool him down.

THE SHADOW NIGHTMARES



Use Powder on the Giant Gel. Reflect Agahnim's beam with your Sword. Hit the Moldorm's Shadow in the tail. The Dash Attack is effective against Ganon. The Lanmola is vulnerable to the Magic Rod. Use the Feather and Boomerang or Arrows against Dethl. Jump over the arms and shoot it in the eye about 20 times.

Tricks of the Trade



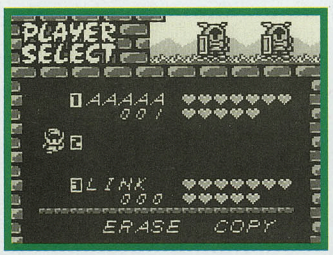
TOP SECRET STRATEGIES

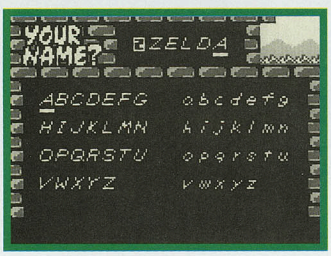
Continuing in the tradition of previous games in The Legend of Zelda series, Link's Awakening holds many of secrets. Impress friends by trying the creative though sometimes useless techniques described in this section.

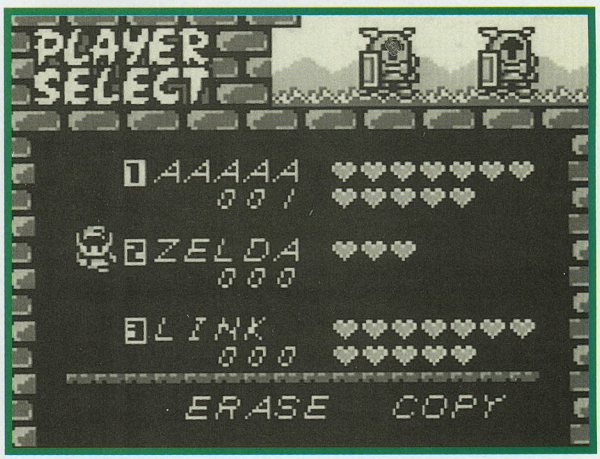
MAKE MUSIC

FUN & FUNCTION METER ★★

You can determine what background music you'll hear by the name you enter in each of the SAVE files. If you enter your own name or a randomly selected name, you'll hear the standard background music. You can change the score, though, by entering "Zelda" as your character name. After you've become familiar with the regular music, start a new game and enter Zelda in an open file. When you wake in Marin and Tarin's house, you'll hear new music. Give it a try to see which version you like best.





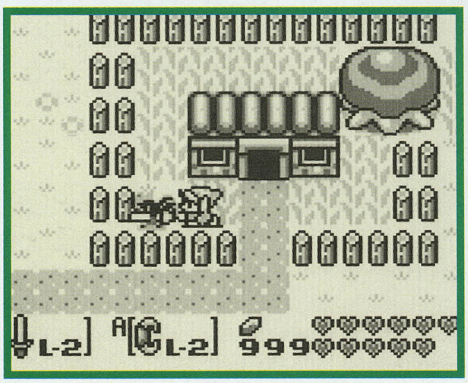


Select an empty file and enter Zelda as your character name. Press Start when you're on the Player Select screen to start with new background music.

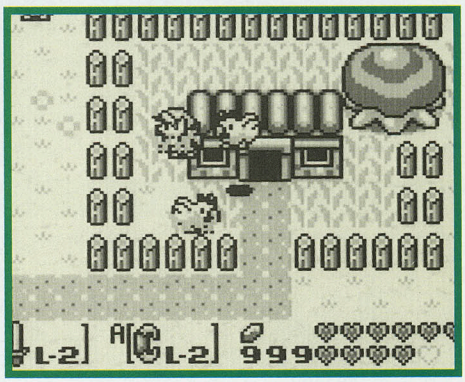
BIRDS OF A FEATHER

FUN & FUNCTION METER ★★★

You'll learn the true meaning of hen-pecked if you decide to pick on a Chicken in Mabe Village. Go ahead. Corner a Chicken in a place that it can't escape from, then start hitting it with one of your weapons. The bird will cower and squawk for a little while, but after you hit it about 30 times, a flock of its fair-feathered friends will fly in from all over the island to attack you. You'd better hope that there's cover nearby, because they're squawking mad and they won't leave until you do.



A good place to try this trick is in the yard of Tarin and Marin's house. Corner the Chicken and start attacking with the Sword or some other weapon.

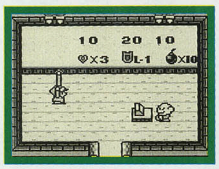


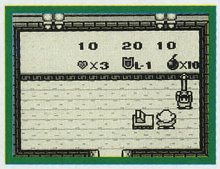
It's the return of the killer Chickens! If you keep attacking unmercifully, the rest of the Chickens on the island will band together and attack back en masse.

STOP, THIEF!

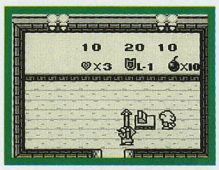
FUN & FUNCTION METER ★★★★★

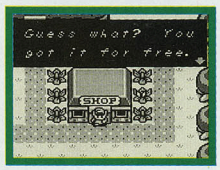
The Shop in Mabe Village can be expensive. One way to get the items you need is to steal them, but if you try, you'd better be ready to suffer the consequences of being labeled a thief for the rest of the game. Go to the Shop, select the item you want, then walk over behind the Shopkeeper and towards the door. If you can make it through the door before he turns to watch you, you'll get the item without paying. If he catches you, you'll have to put it back. He keeps a very close eye on those expensive items.



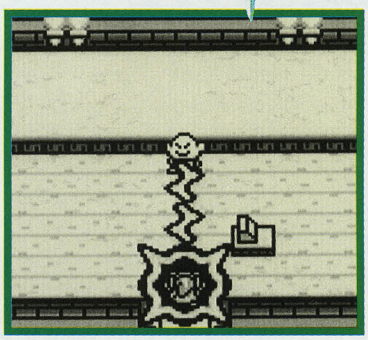


Enter the Shop as you normally would and select the item that you need. Carry it over to the Shopkeeper.





To steal, walk behind the Shopkeeper holding the item. If he's not looking, run out the door without paying.



The Shopkeeper has a long memory. The next time you enter the store, you'll be punished for stealing. From then on, all of the people you meet will call you Thief.

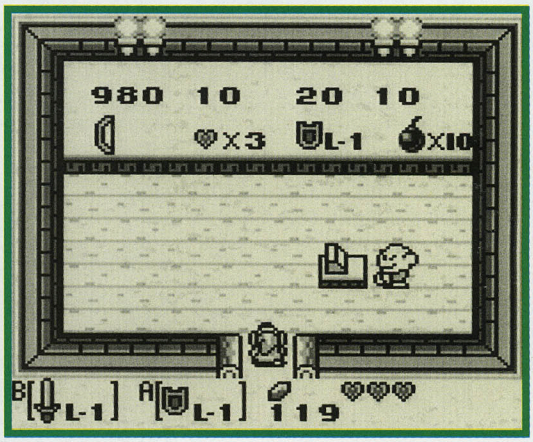
SAVE RUPEES

FUN & FUNCTION METER ★★★★★

If you don't want to steal but you don't want to pay for an item, you can fool the game. First, you must have enough Rupees to buy the item you want. Take the item to the Shopkeeper. When the Rupees start to roll off your counter, press all four buttons at once to bring up the Save screen. When you return to the game, you'll have the item and your Rupees, too.

When the Rupees start rolling off, press all four buttons.

On the Save screen, choose the Save & Quit option, then return to the game.

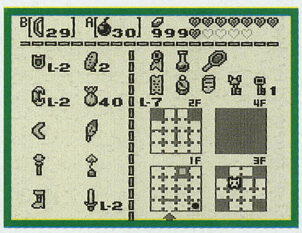


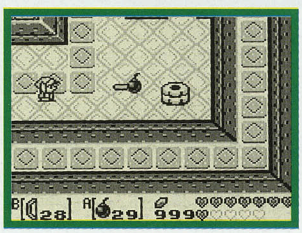
When you return to the game after saving and quitting, you'll still have all of your Rupees, and you'll have the item you wanted to buy, too. What a deal.

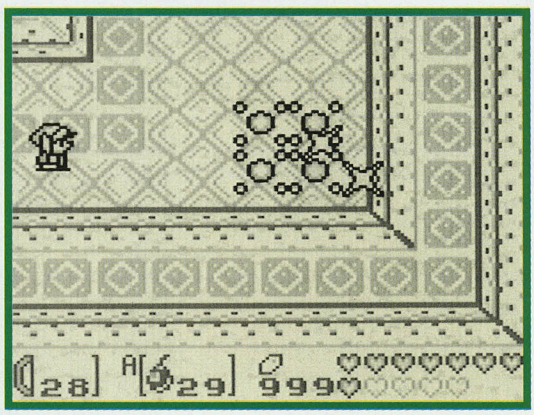
BOMB AND BOW

FUN & FUNCTION METER ★★★★

To send a Bomb flying, equip Bombs on one button and the Bow and Arrow on the other. Stand facing the direction that you want your missile to fly, then press both buttons at once. You'll clear a wide swath with the flying bombshell, which will explode in midair. Now you can shoot the bombs directly at enemies that you couldn't reach consistently by throwing them. It's also an effective way to clear out large numbers of enemies at one time--and it's fun to watch, too.





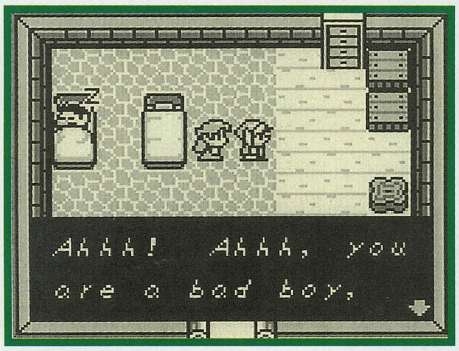


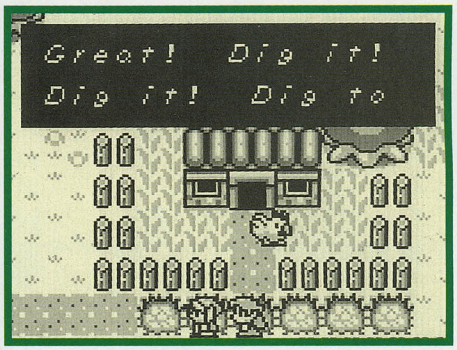
Bombs away! Rig your own missile by firing a Bomb on an arrow across the room to explode on impact. It's very effective.

TALKATIVE TAGALONG

FUN & FUNCTION METER ★★★

When Marin tags along, she talks a lot. If you take her into a house and break a pot while you're there, she'll scold you. She'll also scold you if you start picking on Chickens while she's around, and, for some reason, she really digs the Shovel. Try taking her to all kinds of places to see what she has to say.

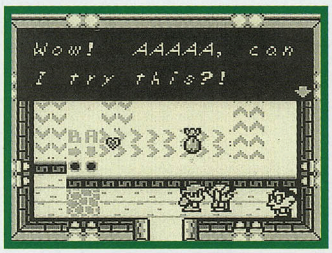


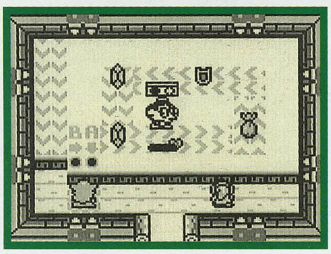


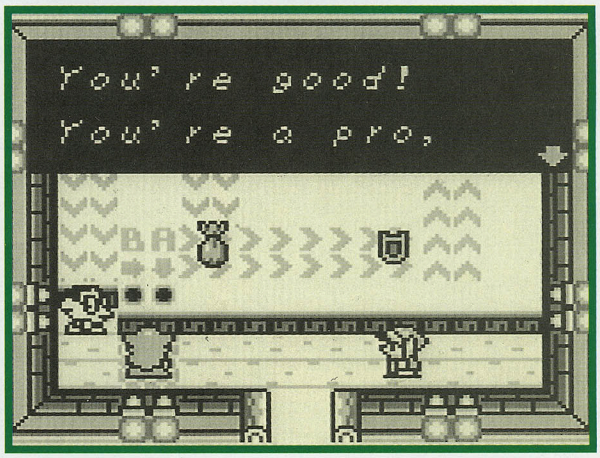
FUN AND GAMES

FUN & FUNCTION METER ★★★

Marin isn't always a goody-two-shoes. If you want a hoot, take her to play the Trendy Game. When you walk in, she'll take over the controls and have some fun with the game operator. She'll use the crane to pick him up by the head and drop him on the prize conveyor belt. The Shopkeeper recognizes her for what she is, a ringer, and won't let her play anymore. So much for the Trendy Game.





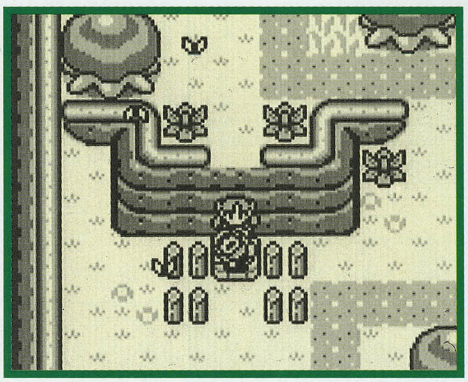


When it comes to the Trendy Game, Marin is a pro. She can maneuver the crane to pick up the Shopkeeper.

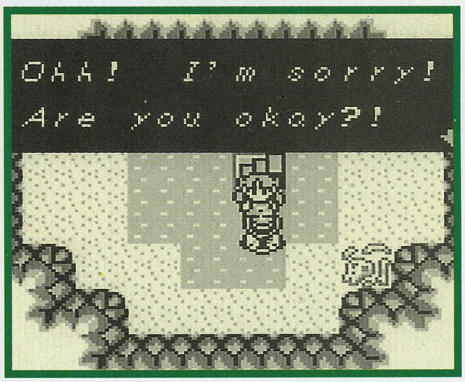
ROUGH LANDING

FUN & FUNCTION METER ★

Think twice before taking leaps when you have Marin in tow. If you jump into a well, like the one on Mabe Village's western border, Marin will jump right after you do. You'll land as usual, but if you don't get out of the way, she'll flatten you as she lands. Okay, so she does apologize, but it still hurts.



After Marin joins you, go exploring. If you take her to the well on the west side of Mabe Village and jump in, she'll follow you right into the well.

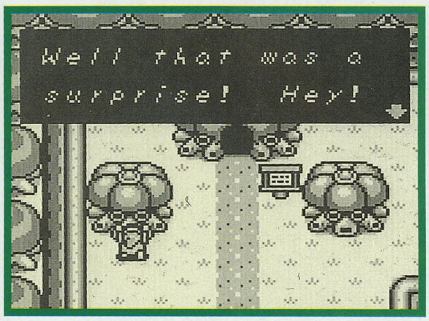


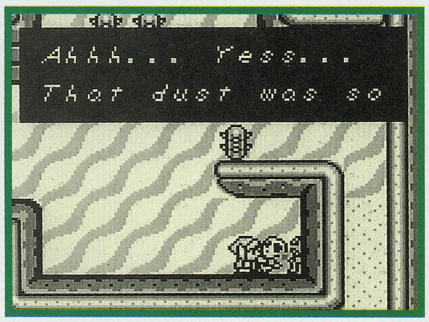
You're in for a rough landing! If you don't get out of Marin's way after both of you jump into the well, she'll land right on top of you.

POWDER POWER

FUN & FUNCTION METER ★★

When the Witch uses the Sleepy Toadstool to stir up her Magic Powder, she tells you to try sprinkling it on many things. Follow her advice. Of course, you probably already know that it starts fires in Lamps, but you should also try sprinkling it on the trees in front of the Seashell Mansion. They'll tell you a secret about Castle walls. Try sprinkling more on the Ghost's Tombstone and on skulls in the desert.

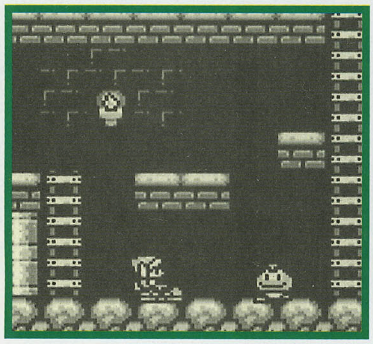


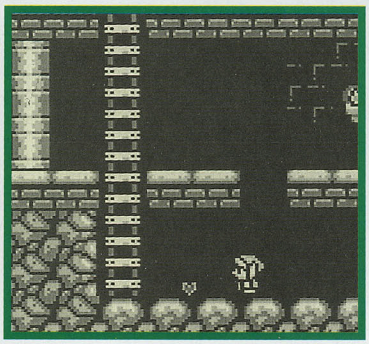


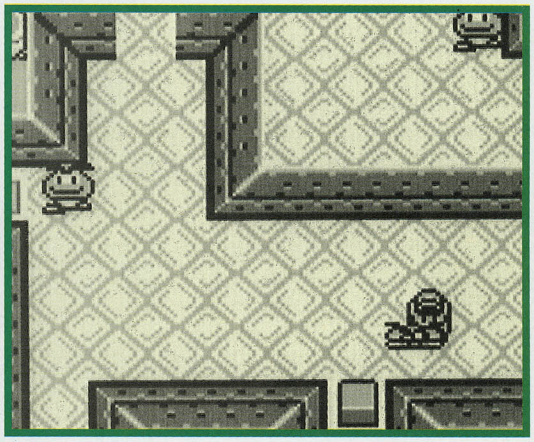
HAVE A HEART

FUN & FUNCTION METER ★★★

Goombas, those little imports from the Super Mario Bros. games, are helpful and often located in handy places. You'll frequently find them in the side-scrolling sections that often lead to Nightmares' Lairs, but they show up in regular rooms, too. Bop them on their heads so you can pick up Hearts.





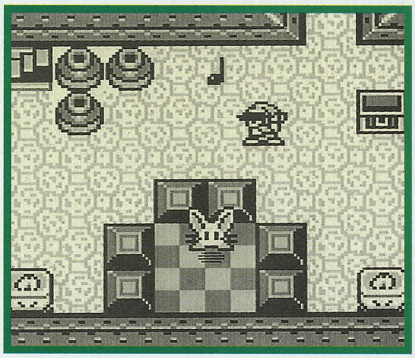


Use Roc's Feather to hit the Goombas on the head instead of using a weapon on them. That way, you'll earn a Heart.

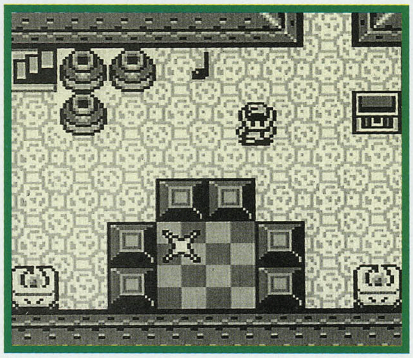
USE THE OCARINA

FUN & FUNCTION METER ★★★

As we've mentioned before, the Ocarina can be used in many ways. Of course, it is a musical instrument, but it also functions as a weapon at times. You can use Marin's Song of the Wind Fish to summon the Walrus—he'll think she has returned and will surface to see her. The song also opens the eyes of some enemies and will defeat any Pols Voices in the area. Manbo's Mamba will take you back to the entrance of a Cave or Castle, and the Frog's Song of the Soul will bring inanimate objects to life. Its most important use is waking the Wind Fish.



Pols Voices are often difficult to defeat, especially if you can't throw something at them or use the Bow and Arrow. Try using the Ocarina.

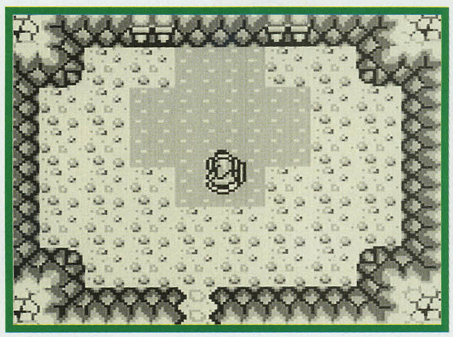


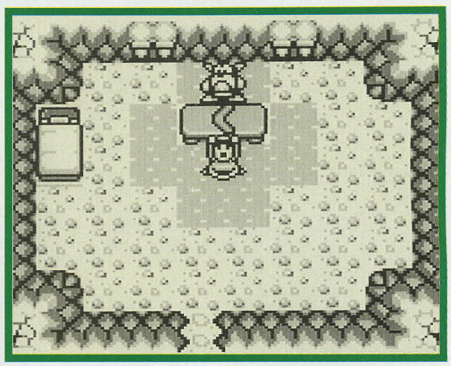
Marin's Song of the Wind Fish will instantly defeat the Pols Voice. Try using the same song on enemies whose eyes you need to open.

BOMB FOR BOOMERANG

FUN & FUNCTION METER ★★★★★

Obtain the Magnifying Glass, then return to Toronbo Shores and find a place to Bomb the wall. When you walk inside, you'll see the Goriya, who will ask you to trade for something that washed up on the beach. Offer the Shovel, he will give you the ultra-powerful Boomerang. Don't buy the shovel again.



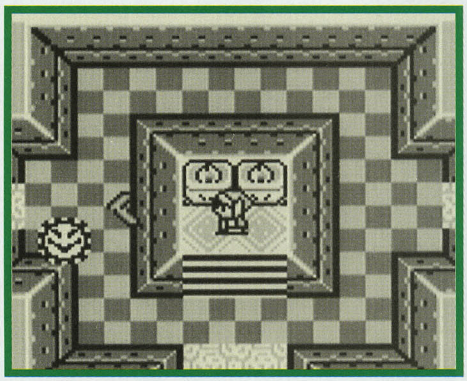


Even if you found this Cave earlier, it would have been of no use because you wouldn't have been able to see the Goriya without the Magnifying Glass. Return with the Glass to trade the Shovel for the Boomerang.

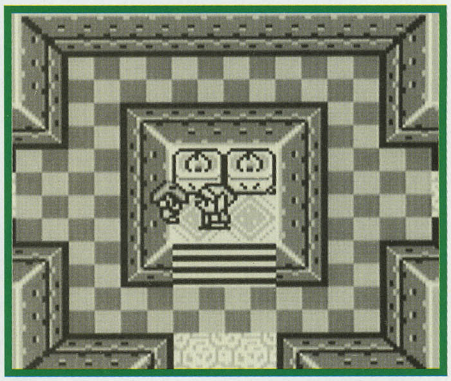
FIND THE FAERIE

FUN & FUNCTION METER ★★★★

The Sparks that skitter around the perimeter of many rooms can be a big pain. In the past, you've always had to scurry around to avoid them, but with the Boomerang, you can get rid of them instantly as soon as you enter the room. Sail the Boomerang right into the Spark's path. If you time it right, you'll put out the Spark and find the Faerie that was hiding inside. It's a very useful trick to try, especially when your Heart Meter is in need of a refill. Like we said, the Boomerang is an extremely powerful weapon.



Sometimes Faeries get away before you can catch them and make them refill your Heart Meter. Use the Boomerang to retrieve a Faerie that's out of reach.

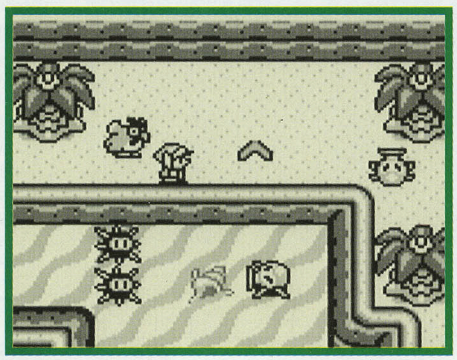


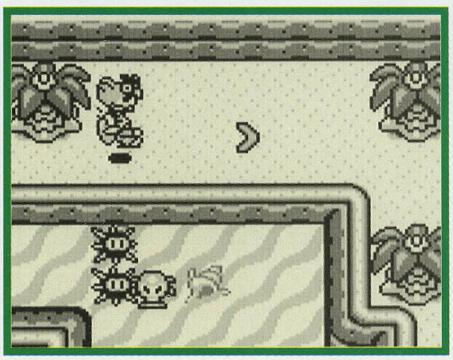
Those pesky Sparks have been a real problem in the past, but now you have the Boomerang. Simply sail the Boomerang into it's path to put it out.

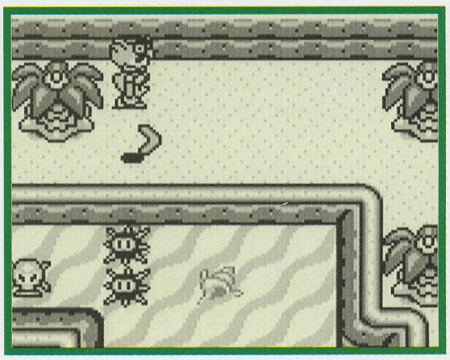
BOOMERANG BORDER

FUN & FUNCTION METER ★★★★★

When you have the Power Bracelet, the Rooster and the Boomerang, you can team the three items up and take a safe flight through the sky. As the Rooster circles overhead, equip the Power Bracelet and the Boomerang. Press the Power Bracelet Button to grab the Rooster's feet, then press the Boomerang Button. Instead of just flying out in front of you, it will circle you, mowing down approaching enemies.



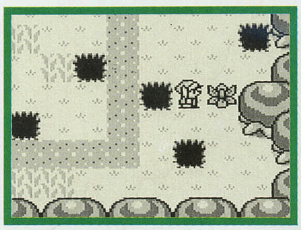


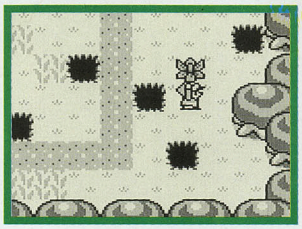


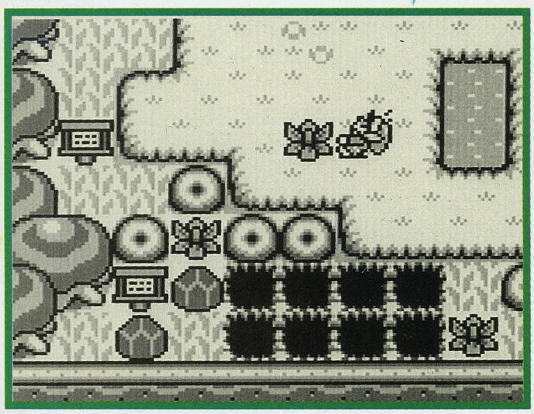
BEWARE OF PITS

FUN & FUNCTION METER ★★

You have to watch your step as you walk along, mowing down grass or chopping down bushes. They sometimes cover pits that you can walk into with disastrous results. If you're cutting grass, pause a moment before moving on. When you're checking bushes, there's a sure-fire way to know if there's a pit under them. Stand beside the bush and try to pull it. If it's very stubborn and you can't pull it up, there's a pit under it that you'll discover if you chop it down.





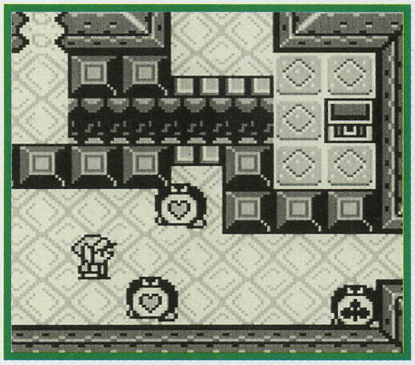


This is one stubborn plant! It's in the Signpost Maze, and when you cut it down you'll find a deep pit underneath.

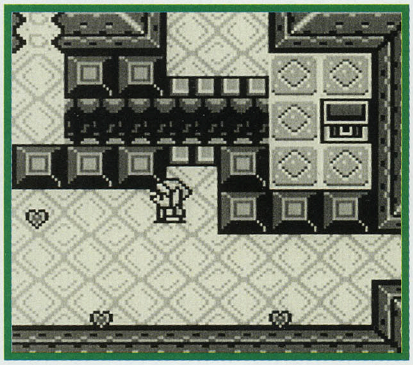
LOVE MATCH

FUN & FUNCTION METER ★

There are a couple of places in the game where three cards circle the room, changing suits randomly. We've already told you that you have to stop them all with the same suit showing to make Treasure Chests appear, but we didn't tell you that stopping them all on a particular suit can be advantageous in another way. If you stop all of the cards on the Heart suit, they will each leave behind a single Heart that you can pick up and use to refill your Heart Meter. Now that's a sweet deal.



You can stop the three circling cards on any of the four suits to make a Treasure Chest appear in the room.

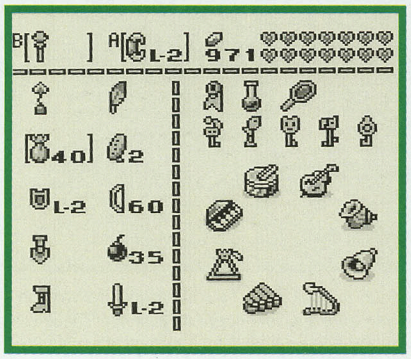


It's to your advantage to stop them all with Hearts showing. If you do, they'll each leave a Heart behind when they disappear.

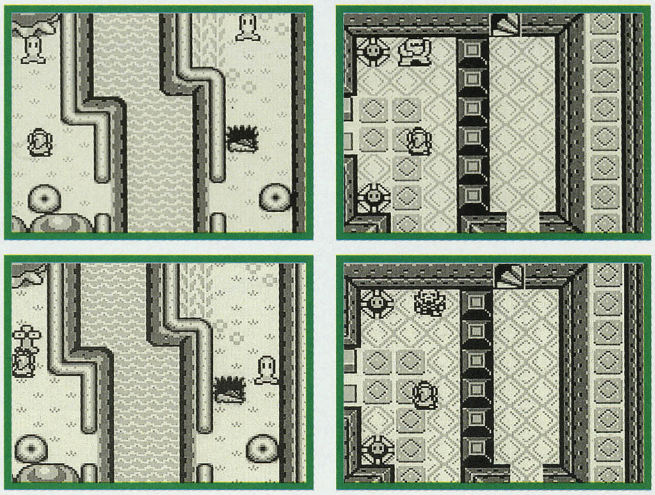
ALTER THE ENEMY

FUN & FUNCTION METER ★★

Some of the enemies you meet will be invincible to conventional attacks, but if you sprinkle Magic Powder on them, they will change into enemies that you can defeat. Try the Powder on a variety of enemies.



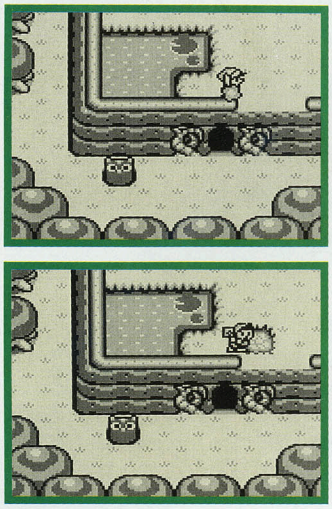
Try sprinkling the Magic Powder on any enemy that poses special problems.

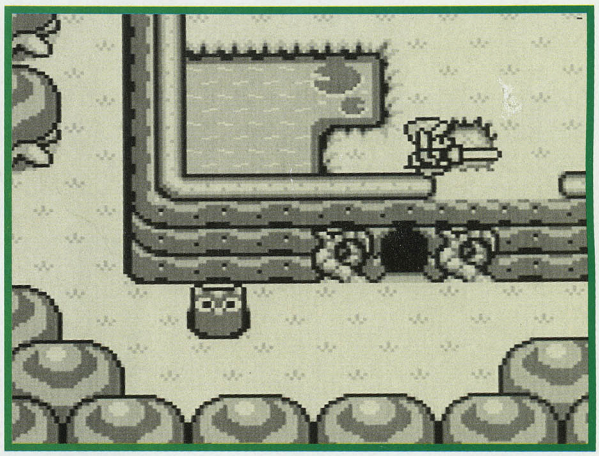


AEROBIC LINK

FUN & FUNCTION METER ★★

If Link hasn't been getting enough of a workout by battling monsters, climbing mountains, swimming across bays and digging up the countryside, here's a way to really tire him out. Select the Pegasus Boots and the Shovel, then start your Dash, but before Link takes his first step, use the Shovel. Now Link will continue running in place until you push the Control Pad. What good this will do you is anyone's guess. The extra aerobic workout won't affect Link one way or the other.



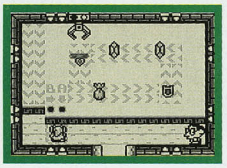


To get Link to run in place, select the Boots and the Shovel. Start a Dash, then use the Shovel before he takes the first step.

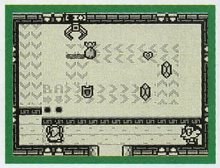
TRENDY GAME TRENDS

FUN & FUNCTION METER ★★★★

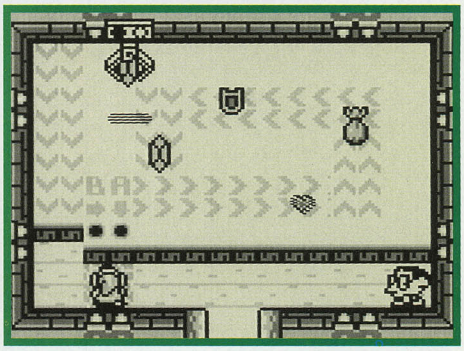
You won't have to waste Rupees anymore trying to get Trendy Game prizes if you use this technique. It's one of the fastest ways to make money in the game. There are two ways to do it. The easiest way is to hold the B Button while the Crane moves to the right. Let it stop over the upper right corner of the conveyor belt. When the item you want is in the lower left corner of the conveyor belt, tap the A Button to lower the Crane. By the time your item reaches the upper right corner, the Crane will be ready to grab it. In the second method (shown here) position the Crane over the upper left corner. When the item is at the top of the right vertical conveyor belt, but not yet at the corner, tap the A Button. Again you'll snag your prize.



Position the Crane over the upper left corner of the conveyor belt.



When the Rupee you want is at the top of the right conveyor, tap the A Button.

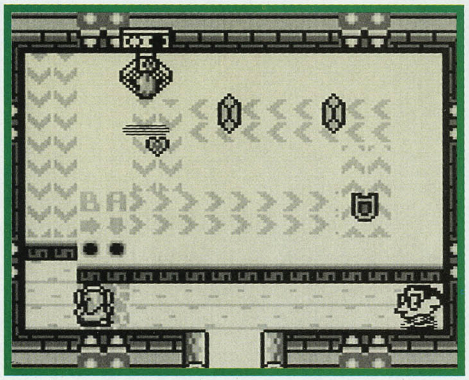


This is the fastest method to collect items in the Trendy Game. You can save up for expensive items like the Shovel and Bow and Arrows in a short time using this method.

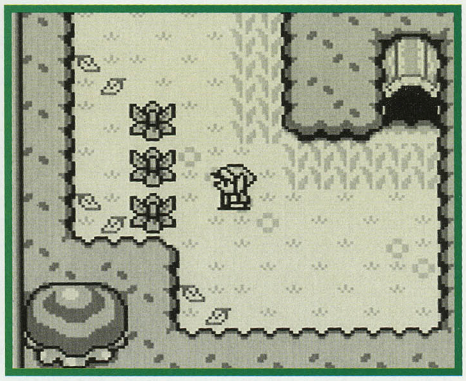
CHEAP POWDER

FUN & FUNCTION METER ★★★

Stocking up on Magic Powder can be a time-consuming and laborious task. First you have to pick a Toadstool in the Strange Woods, then haul it all the way to the Witch. A simpler method is to nab a bag off the conveyor belt in the Trendy Game. Use the techniques described above to be assured of getting your chosen prize every time you try. If you've increased your capacity to hold Magic Powder by visiting the Mad Batter, you can take several bags from the Trendy Game, and the cost is only ten Rupees per turn.



Use one of the two methods described above in Trendy Game Trends. Position the Crane over the left upper corner of the conveyor belt using the B Button.

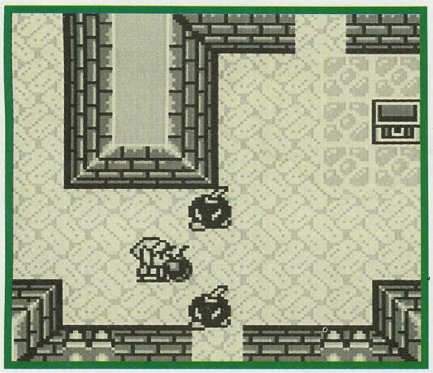


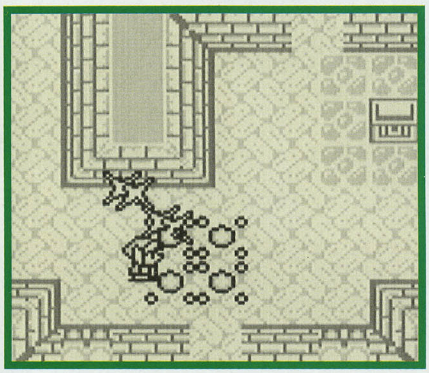
To get Magic Powder in the traditional way, you'll have to pick the Toadstool in the Strange Woods and take it to the Witch.

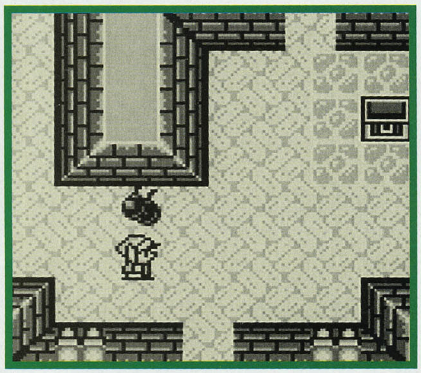
FIND BOMBS

FUN & FUNCTION METER ★★

One of the problems in some of the later areas is keeping enough Bombs on hand to destroy Dodongo Snakes, cracked walls and other enemies and obstacles. Look for the Bombites to help you out. These bomb-like creatures will explode after you strike them, but they will leave a present of Bombs in their place if you blow them up with a Bomb.



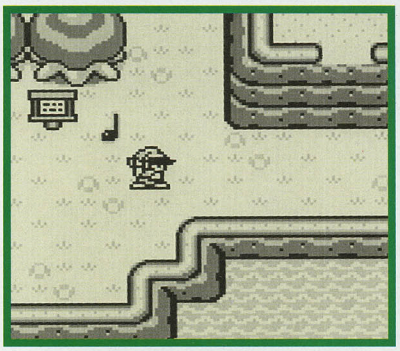




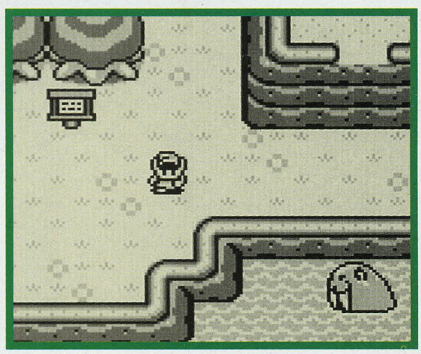
WANDERING WALRUS

FUN & FUNCTION METER ★★

Once you have learned the Ballad of the Wind Fish from Marin, you can call the Walrus on the same screen where he was sleeping earlier in the game. Go to the screen with the signpost for the entrance to the Yarna Desert, then play the Ballad of the Wind Fish on the Ocarina. The Walrus will pop his head out of the water nearby and try to communicate with you in Walrus. Apparently, he prefers Marin's music to yours. Nobody ever said Walruses have a good ear.



Go to the entrance to the Yarna Desert after collecting the Ballad of the Wind Fish from Marin. When you are there, select the Ocarina from your items and play the Ballad.

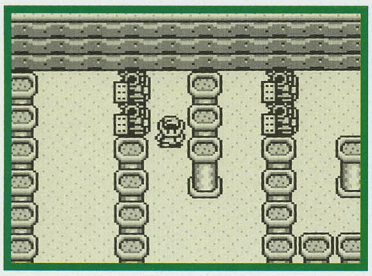


Your old friend the Walrus will show up at the sound of music, but this time he remains in the water and isn't a nuisance. He'll try to speak to you, but who understands Walrus?

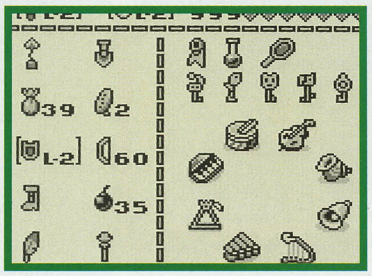
SHIELDING LINK

FUN & FUNCTION METER ★

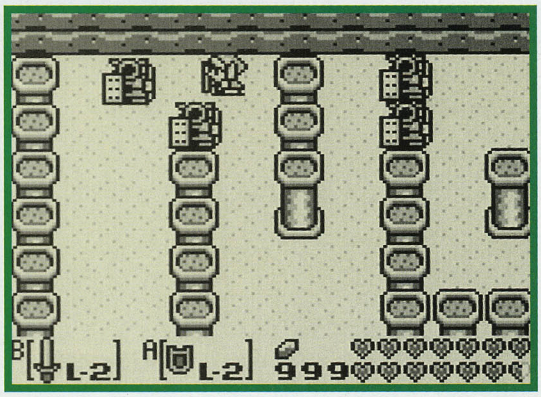
In the southern Face Shrine, you can use expensive Arrows to destroy the Armos Statues, or you can be shrewd and simply push the Statues out of your way if you have equipped your Shield. They won't come to life and you won't waste Arrows.



In the southern Face Shrine, you could use Arrows to defeat Armos Statues.



Instead, select the Shield from your menu of items.

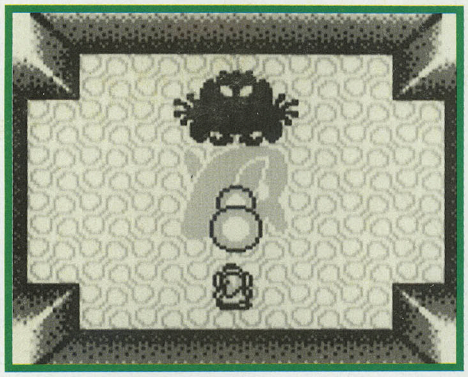


Now you can push the Statues out of the way and they won't wake up. Just don't create a dead end.

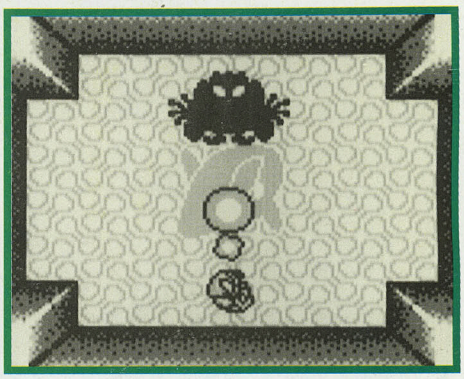
DIG THE REFLECTION

FUN & FUNCTION METER ★★★

If you remember meeting Agahnim in A Link to the Past, you know that he casts magic spells. Link meets Agahnim's Shadow in the final scenes of this game, and he'll use much the same defensive maneuvers against it. As Agahnim's Shadow appears, casts spells and disappears, Link must reflect the spells back at the dark figure. He can use the sword to strike the spell and send it back, but it's easier to deflect it using the Shovel. When the spells reach Agahnim's Shadow, they do all the damage to it that was intended for Link.



Agahnim's Shadow casts spells from across the room. Link must avoid their damaging effects by deflecting them and aiming them back at the Shadow.



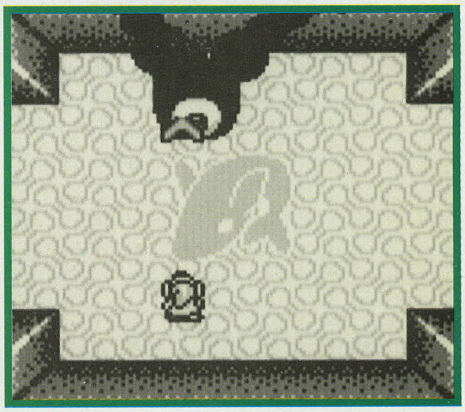
Link can deflect the Shadow's spells using either the Sword or the Shovel. Because it's larger, the Shovel makes the task easier than the Sword does.

STARE DOWN

FUN & FUNCTION METER ★★★★★

When it comes to the final stare-down with the Death Eye, Link has to shoot straight and true into the center of the open eye. He must avoid the Death Eye's sweeping arms by jumping over them as he positions himself to attack when the great eye opens. Arrows are effective weapons, but it will be much easier for Link to destroy the Death Eye using the ultra-powerful Boomerang. He must fling the Boomerang into the eye when it's open.

From past experiences with optic enemies, Link knows that Arrows are effective weapons.

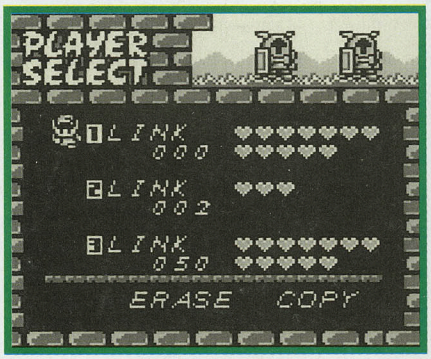


The Bow and Arrow might be effective, but they're no match for the Boomerang, which packs a powerful wallop. Use it on the open Death Eye.

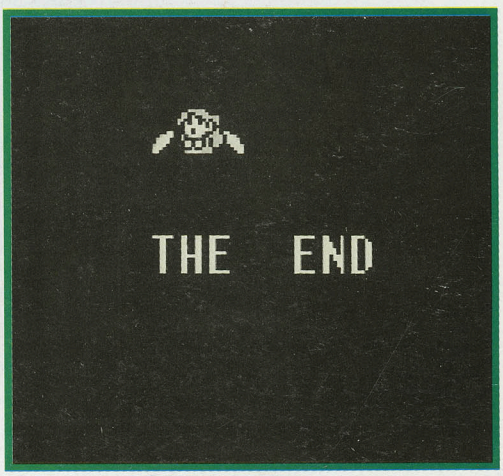
THE END...OR IS IT?

FUN & FUNCTION METER ★★★★★

If you can complete the entire game without once losing a life, you will see an ending that is slightly different from the usual one. In this alternate ending, on the very last screen, which says "The End," there is usually a sea gull flying above the words. Power Players who get through the game with all lives intact will see Marin flying above "The End" instead of the sea gull. One way to protect yourself is to always keep a supply of Crazy Tracy's Special Medicine on hand so your Hearts will refill before your character expires.



How is it possible to finish the game without losing a single life? Keep Crazy Tracy's Special Medicine in your backpack. When you finish the game, you'll see Marin in flight on the ending screen.



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